

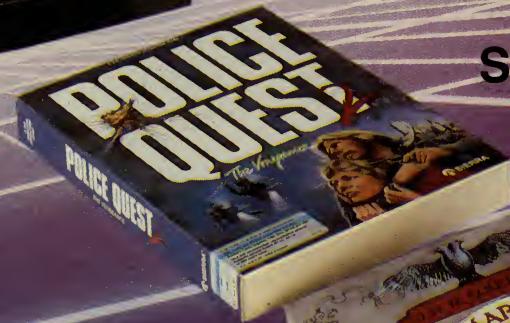
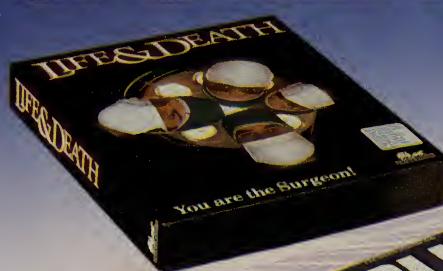
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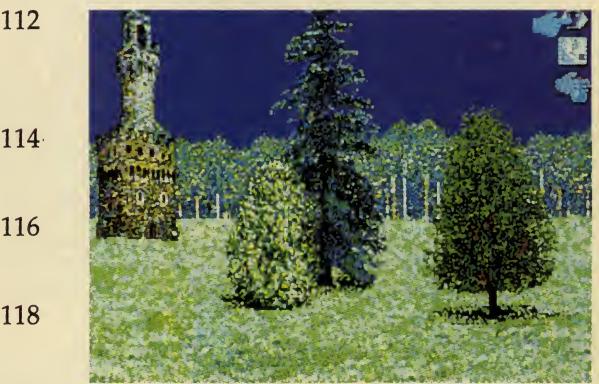
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GAME PLAYERS PC STRATEGY GUIDE

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EDITOR'S NOTES

Welcome to the latest issue of the *Game Player's PC Strategy Guide*, and thanks for your very enthusiastic responses to our earlier issues. Hundreds of thousands of IBM, Tandy, and PC-compatible computer owners are playing the many new and excellent entertainment programs flooding the market. Here at *Game Player's*, our ongoing objective is to sort through these games and bring all the best ones to your attention to help you with your buying and playing decisions.

In this issue, you'll find some of the greatest PC games around, ranging from arcade-style action to so-



Regaining your composure, you take a closer look. It appears a body is wedged into the rocks.

Police Quest II: Sierra On-Line

phisticated simulations. As always in our strategy guides, we cover 30 recent, high-quality games. We try to give you a better idea of the look and feel of each game, and we also share hints and tips to help you rack up higher scores.

In our Super Strategy section, you'll find coverage of such exciting new titles as *Genghis Khan*, *Police Quest II*, *Pool of Radiance*, and *Wasteland*. In our Hot Hits section, you'll find games like *Double Dragon*, *John Elway's Quarterback*, *Star Saga: One*, and *Strike Fleet*.

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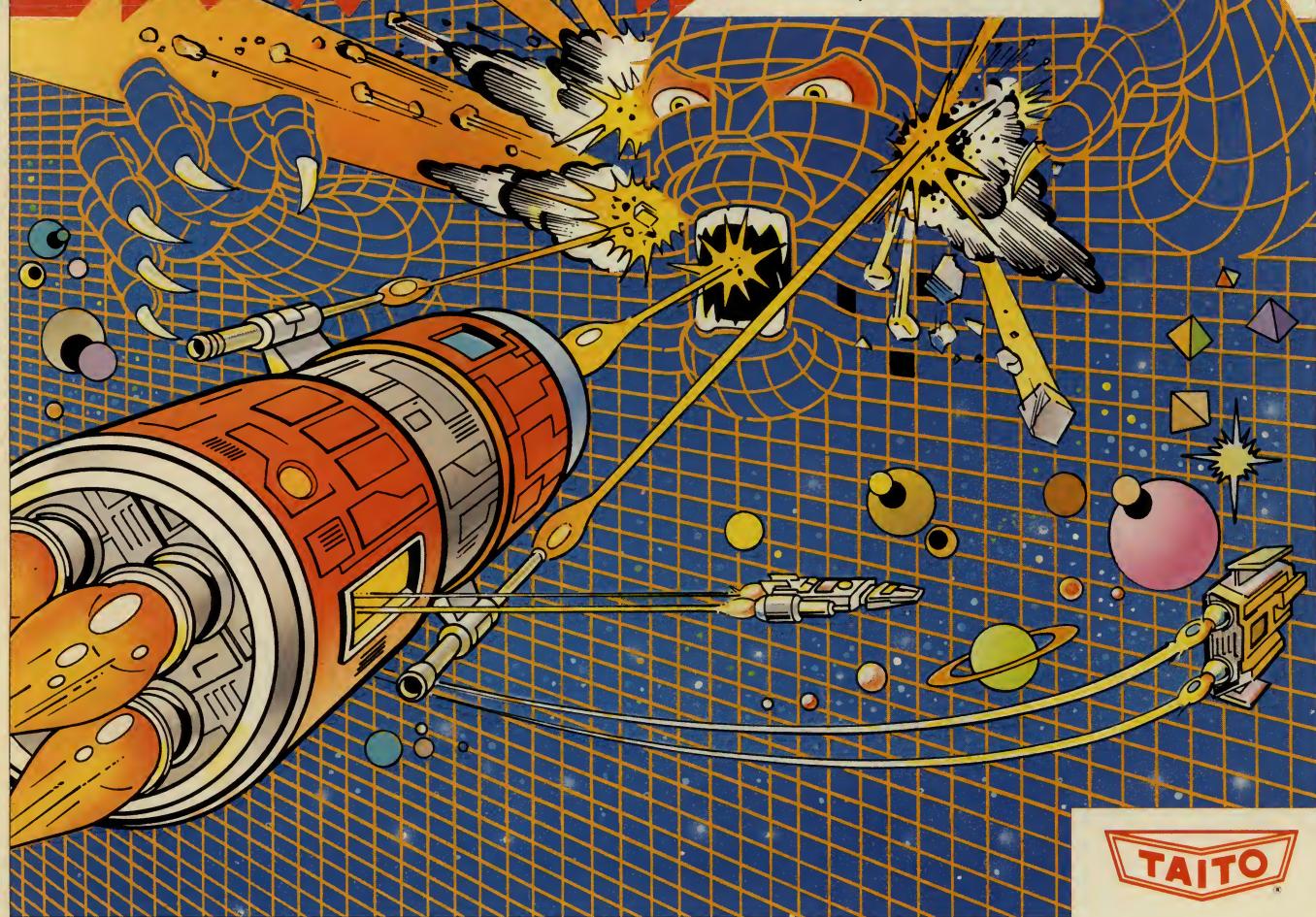
By John W. Ratcliff

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EDITOR'S NOTES (CONTINUED)

Also, we have a couple of special feature articles in this issue that will introduce you to — or perhaps further your acquaintance with — two particularly interesting PC games. First, Assistant Editor William Trotter takes you on a scenario-building excursion in the popular war game *Empire*. Then, simulations expert Richard Sheffield brings you safely down to earth (or onto a carrier deck, at least) with his landing tips for *Jetfighter: The Adventure*.

EVEN BETTER GAMES AHEAD!

On a recent trip to visit a number of software publishers that specialize in PC entertainment, I saw that these companies are going even further in their efforts to pursue the fast-growing PC game market. They are pushing hard for more advances in color graphics, sound effects, music, and game play itself.

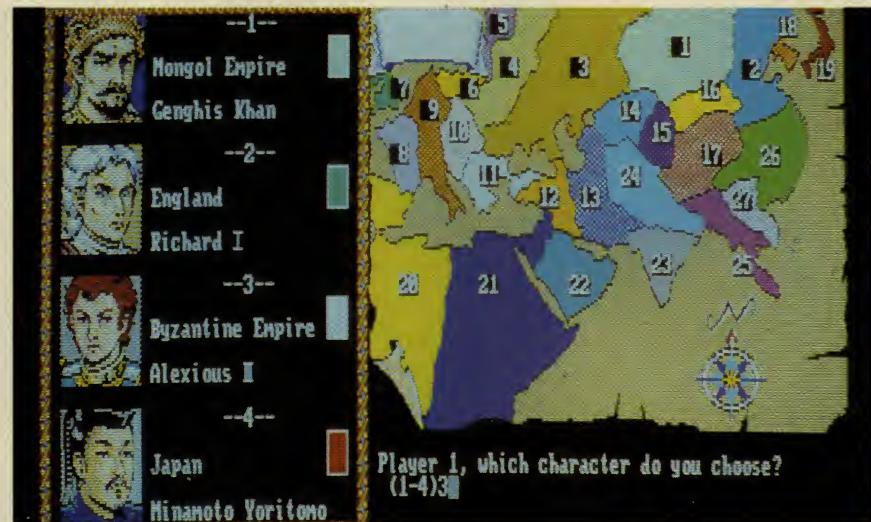
Although the PC has been around since 1981, it wasn't considered a playground for games until fairly recently. Now, game designers and programmers are pulling out all the stops to serve this huge audience and to take the machine to ever-higher levels of performance. More and more game developers are moving to the PC as a game machine, and they expect PCs to remain a major game platform for years to come.

Depending on when you're reading this, the third Computer Game Developer's Conference in Sunnyvale, California, will be about to get underway or will have just ended (May 7-8). At these conferences, many of the most creative and talented computer game designers get together to compare tricks of the trade, to collectively feel the pulse of the industry, and to share common experiences. The results are sure to benefit PC game players everywhere.

In an upcoming issue, we'll tell you more about the conference and how it will affect PC games in the future. We'll also preview some of the PC games scheduled for release later this year. You'll be surprised at what's coming!

Enjoy this issue.

Selby Bateman
Editorial Director



Genghis Khan: Koei



Strike Fleet: Electronic Arts

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What Striker and Blade have to do isn't any picnic either. But someone's got to do it, right? What better time for you to start dishing out the *BAD DUDES*' own version of the criminal justice system? The action is top-notch. The graphics, phenomenal.

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Customizing EMPIRE

Variations on a Classic Game

William R. Trotter / Assistant Editor

When I first began reviewing PC games, I subjected myself to a crash course, spending an hour or two with each of a broad cross-section of the games in the *Game Player's* library. I didn't get to *Empire: Wargame of the Century* (Interstel) until after I'd already played a dozen or so other military strategy games, most of which I had found disappointing.

So, I read with a jaundiced eye the warning label that Interstel had placed on the *Empire* box: "This program is highly addictive. Considerable otherwise productive time might be lost. Play only during vacations."

Yeah, sure.

Five hours later, my boss cleared his throat and gently informed me that it was 20 minutes past quitting time. Shaking my head like a man coming up from heavy surf, I saved the game in progress and stumbled out to my car. I've been playing ever since and keep an *Empire* scenario on my hard disk at all times. Instead of coffee breaks, I take *Empire* breaks. And instead of howling at me for wasting time, my superiors have made a virtue of my addiction by commissioning this piece.

For readers who have not yet played *Empire*, I urge you to buy a copy at your earliest convenience. For *Empire*, you see, really *is* addictive. Not without reason has it garnered game-playing awards. It blends long-range strategy with hot-and-heavy tactical action. It is superbly balanced and playable. And every time you play, it's truly a different game. The PC game explosion of 1988 brought a tidal wave of good, bad, and mediocre programs, but only a handful that seem destined to become classics; *Empire* is at or near the top of that



Amphibious attacks are real nail-biters in *Empire*. The "Solomons" set-up maximizes the number and ferocity of such battles.

2

The customized "Solomons" map sets up an action-intensive scenario in which two powerful opponents throw everything they've got into the capture of a chain of strategic islands.

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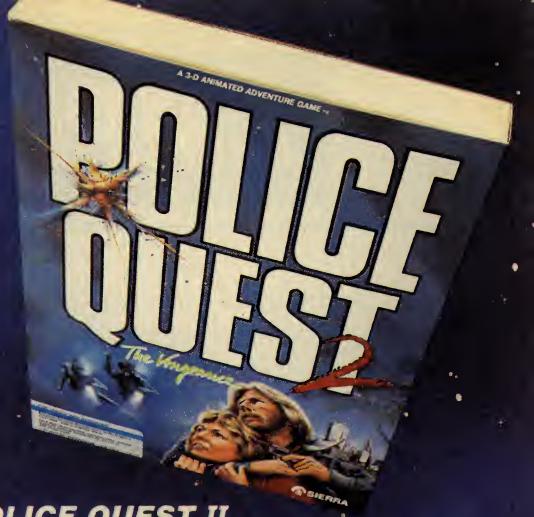
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EMPIRE Continued ...

short list. For those who have not yet played *Empire*, what follows will give a good idea of the game's versatility. For those who *have* played it, here are a couple of hands-on campaigns.

Based on countless hours of play and experimentation, I'd like to pass along a couple of customized scenarios that make full use of the game's Map Editor program. One of them seeks to recreate one of World War II's hardest-fought land-sea-air campaigns, and the other is abstract, but plays very interestingly.

Although there is an "interplanetary" hook that the basic scenario hangs on (which furnishes a logical reason why the game is played on a global scale), the obvious historical analog for *Empire* is World War II. And it is surely historical, rather than science-fictional, images that flash through a player's mind as he manipulates "battleships" and "aircraft carriers."

Readers who have not yet played *Empire* need to know that land armies move at a glacial one-square-per-turn rate, while naval units move two or three times faster. Prolonged land campaigns turn into grinding wars of attrition, and can bog down as badly as the Western Front in 1915.

In "The Solomons," I've tried to recreate the conditions of the Guadalcanal campaign, with land forces playing a critical but small-scale role roughly analogous to that played by the U.S. Marines, and the really big battles being fought on the high seas by carrier task forces.

Here's how to set it up:

Go into the Map Editor. Press Alt-S to create a basic all-sea screen. Then create five or six large land masses down the extreme left and right sides of the map. In the center of the map, sprinkle 10-12 tiny islets, each with one or two city-squares to give them strategic value. Press K to sprinkle cities, then double-check

1 This convoy formation gives maximum protection to your vulnerable transports, which are tucked in the center, screened by air patrols, destroyer escorts, and a capital ship or two.

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Games That Go To Your Head

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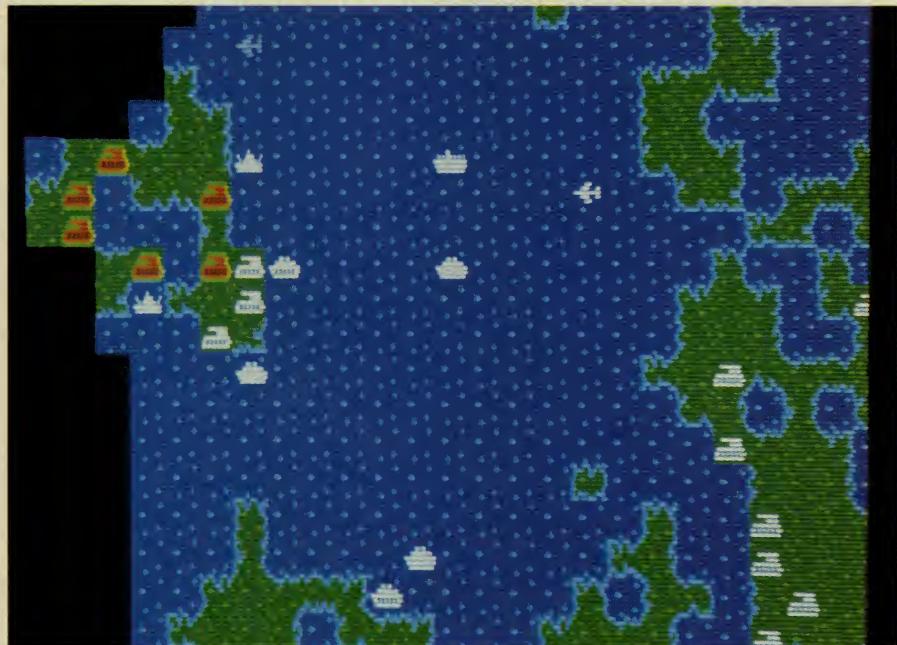
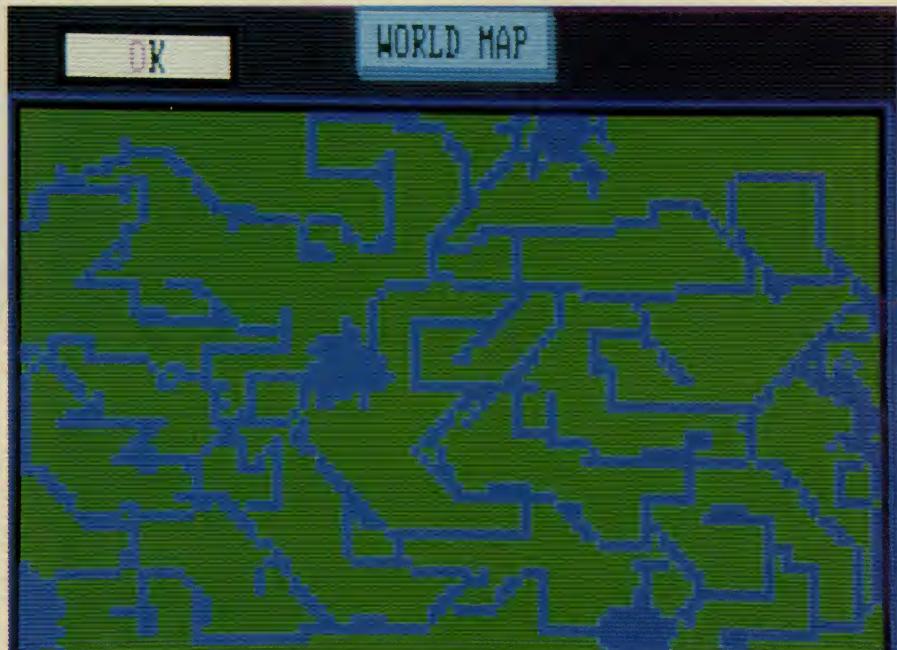
each island to make sure they all have at least one. If the computer didn't put a city on an island, press X and create one yourself. (Otherwise, there's no reason to fight over the place.)

The results are two warring powers throwing in everything they've got to gain control of remote but strategically vital islets. The war is mostly naval, which makes it fast, and since you need only a limited number of infantry units to capture those little places, you can shift production quickly to naval and air units. This, in turn, means lots of task forces and intense action. Amphibious landings are the most nail-bitingly tense part of *Empire*, and this scenario lets you sweat out plenty of them.

One problem: Sometimes the computer won't start the game on the side of the map, but will perversely start you in the middle. Check on it as soon as Turn 1 is complete. If the World Map screen shows you in the middle, simply delete the game and try again.

My other custom scenario is called "Riverworld." This time, start with a basic all-land screen. Put your cursor in mid-screen and hit Alt-B (Blotch Sea) to generate a good-sized Great-Lakes-type inland ocean. Then, using the S key, trace one enormous, elaborate, intertwining, serpentine river—a great whorled arabesque, as intricate and as fanciful as you like—all over the remaining map. What you get is not very realistic, of course (unless you do pretend it's another planet), but it offers really fascinating possibilities.

Fine-tune Riverworld by creating a few isthmuses connecting the landmasses, and some channels which are two or more squares wide, so that ships can pass one another in case some get damaged and have to slow down. The isthmuses form "choke points" over which titanic battles will



1 The basic "Riverworld" map is hardly realistic, but it offers an interesting variation and forces you to devise innovative tactics.

2 Putting a cruiser or battleship next to a "choke point" usually halts all enemy ground movement, but makes your ship an easy target for enemy planes or subs.

Hole-In-One Miniature Golf



**72 Holes in
4 courses!**

Hole-In-One Miniature Golf combines excellent sound, quality graphics and superior playability with realistic ball play to give you the best miniature golf game made!

Utilizing the mouse (point and click) interface, DigiTek Software has created a game that will challenge adults yet is so simple to play that children can play as easily as adults from the very first game (the joystick is supported as well). This game supports up to 4 players making it one of the few games that the entire family really can enjoy together.

Hole-In-One Miniature Golf is 72 Holes of pure fun in 4 separate courses that give you classic miniature golf as well as hilarious fantasy holes. The sounds of the crowd, the ball action, and special effects all add to the fun and realism.

"An absolute gem of a game..."

"Hole-In-One Miniature Golf...is absolutely fantastic!"

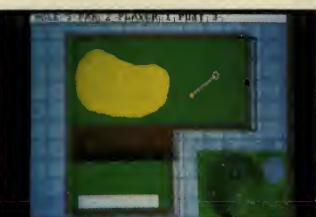
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Amiga versions shown here.

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EMPIRE Continued ...

be waged. Submarines, destroyers, and aircraft carriers are virtually useless in this scenario, but cruisers and battleships can be used as immensely powerful floating batteries. They are pulverizingly effective at turning the enemy's flanks or severing his supply lines at the choke points.

Since transports have so little room to maneuver, and no room at all to hide behind a shield of convoy escorts, they are pathetically vulnerable in the Riverworld campaigns. But it's worth keeping some in your inventory anyway, because you can use them like pontoon bridges to get ground units across waterways in places remote from any natural isthmuses. This gives rise now and then to some rather exciting "Bridge at Remagen" battles.

Playing these and dozens of other not-so-successful scenarios has emboldened me to suggest the following improvements for any future editions of *Empire*:

- Create armored land units that move two squares per turn in order to both speed up the land campaigns and to introduce another element of strategy. Let them cost one or two turns more than infantry units in terms of production time.

- Ditto with strategic bombers. Make them costly to produce but able to fly 8-10 squares per turn and capable of damaging a city's production capacity.

- Increase the speed of the naval units by one square per turn, for all classes of ships, so it won't take forever to assemble and launch a task force.

- Give subs or destroyers a limited mine-laying capability (and other ships a mine-sweeping ability) so they can conduct guerrilla war deep in enemy territory.

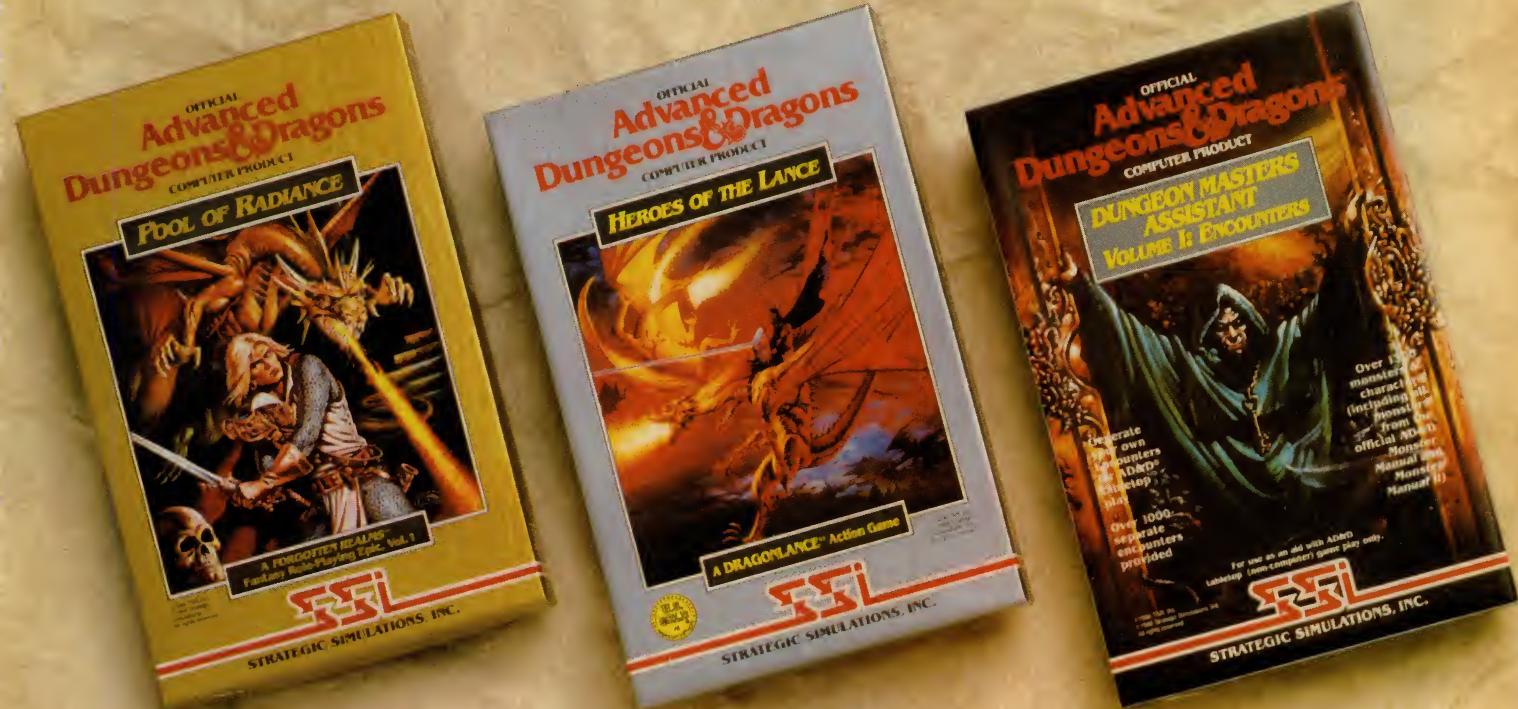
1 In the Riverworld campaign, you can use your transports like pontoon bridges and save a lot of maneuvering time.

2 When the computer displays this screen, you'll get a real rush of excitement, because in *Empire* the machine is a tough opponent. Even veteran players can be beaten by the computer — which helps keep the game fresh.



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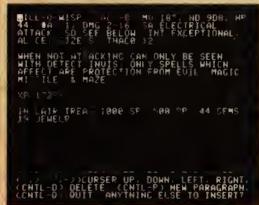
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HIT THE DECK!

Successful Carrier Landings In *Jet Fighter: The Adventure*

Richard G. Sheffield

EDITOR'S NOTE: When the game designers at Velocity Software were creating the new aerial combat simulator, *Jet Fighter: The Adventure*, they debated whether or not to force game players to pass a flight test before allowing them to fly the combat scenarios. As a result, *Jet Fighter* owners must make four successful aircraft carrier landings — two during daylight and two at night — before they can move on to the combat missions.

To help beginning (and some experienced) flyers get past this hurdle, we asked veteran flight simulator pilot Richard Sheffield, a freelance writer, to share his landing secrets with our readers. Sheffield is the author of several books on simulation games, and his favorite hobby is badgering the local Air National Guard unit for flights in its F-15 Eagles. With his suggestions, you'll save flying time and landing frustrations. You'll also find more information on this new game elsewhere in this issue.)

In *Jet Fighter*, you are a member of a crack air group created by the Pentagon to react quickly to terrorist activities involving aviation. The Air Elite Squadron is the Delta Force of the air. Operating from land bases and an aircraft carrier near San Francisco, you will be expected to react swiftly to counter a growing wave of hostile acts.

The enemy is cautious at first. Probing our air defense system for a weakness, they try to sneak a MiG through the radar coverage by tagging along with a civilian airliner. You must chase them off. Later, you scramble to catch an Exocet missile racing for San Francisco. And before you know it, events have escalated into an all-out shooting war over California.

But before you can take part in these missions, you've got to prove yourself worthy by making four carrier landings. Perfecting carrier landings is a matter of establishing a good procedure, and following it over and over again until it's mastered. Here's a procedure that seems to work well:

Perform a normal carrier take-



Carrier landings are difficult but not impossible—it just takes practice, practice, practice.

off, and note your heading as 000 degrees (due north). At 200 knots, start a hard, climbing turn to the left. Cut your after-burners if you have them on, and raise your landing gear. Pull out of the turn on a heading of 180 degrees (due south).

Maintain this heading at 100

percent power. Set your climb rate to about 130 feet per second, and level off at 5,000 feet. By this time you should be about seven miles from the carrier.

Cut power to 80 percent, and make another hard turn to the left. If you make this turn at the same angle

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GAME 6/89



If you get tagged by a MiG, bail out before you become part of the wreckage.

as the first left-hand turn, you should be able to pull out on a heading of 000 to line up with the carrier.

Level off and center the carrier. You should still be at 5,000 feet, with an approximate heading of 000.

Five miles from the ship, cut power to 40 percent and leave it there. Push your nose down so your sink rate is between 100 and 110 feet per second on the CLS. This should put the ship between the two horizontal lines on the HUD. Lower the landing gear and arresting hook.

Make small adjustments as necessary to keep lined up with the ship. And be sure to use a smooth hand on the controls — this is no time for wild maneuvers.

Maintain this steep glide path until you are approximately 1.5 miles from the ship. Then start to slowly pull up your nose. At one mile, pull up some more. You should continue to descend, but you want to flatten out the glide path and hit the deck with the nose pointed slightly up. (Don't pull up too fast or too soon, or you'll stall.)

As you touch the deck, immediately hit the throttle in case the arresting hook misses the cable. If it does miss, pull up and try again.

Try this procedure a number of



Keep in line with the carrier to maintain your glide path.

times. If you still have trouble, attempt landing with the *wheel brake* on. With the brake on, you should be able to stop on the deck even without catching the cable. But you won't get a "Good Landing" message until you taxi back to the cables and cross them from the right direction. By trying this last trick, you can even land on the deck from the wrong direction.

A couple of other strategy tips for Jet Fighter:

In air-to-air combat, you can effectively fire your long-range missiles (AMRAAM and Phoenix) long before the targeting box appears on the HUD. Just point your nose toward the bogeys and fire.

In close-in fights, quick snapshots with Sidewinders can be effective without tracking for a good tone and lock-on.

F40 PURSUIT

simulator



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GUIDELINES

The latest in gaming news and previews

POW! RIGHT TO THE MOON

Everyone's favorite bus driver has finally arrived on computers. First Row Software gathers Ralph Kramden, Ed Norton, and the rest of the gang from the old "Honeymooners" television series and puts them in a game with the same name.

Ralph and Ed are determined to attend the Annual Raccoon Lodge Convention in Miami Beach. Alice and Trixie are equally determined to accompany them. But neither couple can cough up the bucks needed for the train tickets.

Up to four players can participate in the sensible plan to have the Kramdens and the Nortons work overtime. Alice and Trixie are putting together puzzles for Morgan's Department Store, Ralph is driving for the Gotham Bus Company, and Ed is repairing leaks in the sewer system.

Unfortunately, Alice and Trixie go to pieces under a time limit, Ralph doesn't know the routes he's taken on, and there are alligators in the sewers. But Ralph has a standby get-rich plan—to win the big prize on "The \$99,000 Answer" game show.



The Honeymooners from First Row Software



Software Toolworks' Chessmaster 2100

FIDELITY CHESSMASTER 2100 DEBUTS

Software Toolworks, creators of the popular *Chessmaster 2000* chess program, has released a new, more advanced chess game for PCs, the *Fidelity Chessmaster 2100*. The company worked with Fidelity Electronics, a well-known producer of dedicated electronic chess programs, to develop the new PC-based chess game.

Chessmaster 2100 offers two-dimensional and three-dimensional graphics; an opening library of more than 150,000 moves; unlimited levels of play; more and different classic games; and greater indepth analysis of games than the earlier *Chessmaster 2000*. A special "War Room" mode allows the player to view the board, the list of moves, captured pieces, clocks, and the "Show Thinking" window simultaneously.

The program can be played with mouse, joystick, or keyboard, and even has a special voice capability that enables the program to speak the moves.

NEW RACERS TAKE TO THE ROAD

Coinciding with Accolade's release of *Test Drive II: The Duel* — a sequel to the popular *Test Drive* car racing game — are two accessory disks that provide *Duel* players with additional cars to race and more colorful scenery to drive through. The disks, *The Supercars* and *California Challenge*, are sold separately.

In addition to the two cars available in *Duel*, a Ferrari F40 and a Porsche 959, fantasy drivers using *The Supercars* can now power some the world's fastest production cars. Slip behind the wheel of a Lotus Turbo Esprit, a Ferrari Testarossa, a Porsche 911, a Lamborghini Countach 5000S, or Chevrolet's Corvette ZRI. The miles will speed by — and not a cop in the world can stop you.

California Challenge lets players compete in an adventurous seven-leg road race down the scenic coast of California. It is a border-to-border race through the Golden State that includes such sights as the Golden Gate Bridge, Monterey Peninsula, and the towering redwoods of Big Sur.



California Challenge accessory disk from Accolade

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ACTIVISION

GUIDELINES (CONTINUED)

RED STORM ARRIVES

Red Storm Rising has been released for IBM, Tandy, and compatibles by MicroProse Software, which notes that the IBM version enhances the graphics of the earlier Commodore 64 version while maintaining the same quality of gameplay.

Following the plot of Tom Clancy's best seller, *Red Storm Rising* puts the player at the helm of a heavily-armed nuclear submarine. Following an invasion by the Warsaw Pact countries, World War III has broken out. The Soviets are using ships and submarines to patrol the Atlantic, disrupting shipments of troops and supplies heading for the battlefield. You must locate and destroy the vessels as they leave the Soviet base in the Arctic Circle.

With four skill levels and three scenarios, *Red Storm Rising* offers game play for both the beginning and experienced submarine simulation fan. Other game options let the player arm one of five U.S. nuclear submarines with a variety of weaponry and tracking devices.



Red Storm Rising from MicroProse

F40 PURSUIT RACES AGAINST TIME

The Ferrari F40 gets top billing in Titus Software's *F40 Pursuit Simulator* for the PC. Drivers of the F40 attempt to race across four states safely, quickly — and without a police escort.

To aid and abet you, the services of radar and a map display are provided. To detain and deter you, police road blocks have been set up. You always have to be prepared to turn and burn rubber on a quick getaway.



F40 Pursuit Simulator from Titus Software

MINDSCAPE INTRODUCES FIVE ACTION GAMES

Mandscape's lineup of action games now features five new titles: *Hostage*, *Aussie Games*, *Sgt. Slaughter's Mat Wars*, *Combat Course*, and *International Team Sports*.

In *Hostage*, players maneuver a six-member special forces squad in a bid to rescue terrorist-held hostages in a foreign embassy. In *Combat Course*, players go through military combat training. The game lets you build your own obstacle course and select the skill level.

Aussie Games features six off-beat Australian events: the beer-bottle shoot, dry-river boat race, belly-whack competition, boomerang toss, beach football game, and marlin fishing. *International Team Sports* lets players coach and compete in volleyball, water polo, track, soccer, and swimming. The competition includes athletes from 31 other countries.

Finally, the wrestling mat is the battlefield in *Sgt. Slaughter's Mat Wars*. Contestants grunt and crush their way through tough, macho competition.



Hostage from Mandscape

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GUIDELINES (CONTINUED)

MINDCRAFT'S THE MAGIC CANDLE

Mindcraft has announced its new graphic adventure, *The Magic Candle*, a colorful fantasy world with more than two dozen individual characters from which to choose and hundreds of non-player characters with whom you converse.

There are six towns and six villages, 54 dungeon levels, 26 types of monsters, 24 magic spells, and two castles. There are more than 40 commands at your disposal, but the ones that you're able to use appear on the screen in a menu system. You don't have to memorize them to use them. Combat sequences are animated, and the combat system itself rewards planning and tactical maneuvering.

CAN ONE TOON SAVE ONE TOWN IN TIME?

Roger Rabbit is at it again, but this time he's under your control. **Buena Vista Software**, a Walt Disney company, pits you and Roger against Judge Doom in the videogame *Who Framed Roger Rabbit?*

Marvin the Gag King's will is missing and you have to find it. Judge Doom and his wily weasels will try just about anything to stop you. Benny the Cab will take you on a hare-raising trip through Los Angeles to the Ink and Paint Club. There, you'll race penguin waiters to search for clues before getting bounced by a big gorilla. Next, it's off to the Gag Factory where *anything* can happen. But voluptuous Jessica will be around to comfort you.

BET ON CASINO MASTER

Big bucks and (hopefully) Lady Luck are your assets in **Centron Software's** *Casino Master*. This game contains simulations of blackjack, roulette, craps, poker, and baccarat.

Using authentic casino rules, the game lets you choose your bankroll and chip values, and it will even offer advice if you need it. Included in the manual are explanations and recommended betting strategies for each game.

Casino Master enables you to experience the thrill of breaking the bank without the risk of breaking your own bank account.



The Magic Candle by Mindcraft



Dr. Doom's Revenge from Paragon

COMICS FEATURE MARVEL HEROES

Dr. Doom's Revenge, the first in a series of interactive electronic comic books from **Paragon Software**, pits that infamous fiend Dr. Doom against Captain America. Unlike previous comic book adaptations for the PC, this one allows players to control the featured superheroes. You'll promote truth, justice, and the American way against villains you'll love to hate.

The new series, which was developed in cooperation with Marvel Comics, will also feature Spiderman and Marvel villains such as Rhino Man, Electro, and the Hobgoblin.

Magic Johnson's BASKETBALL

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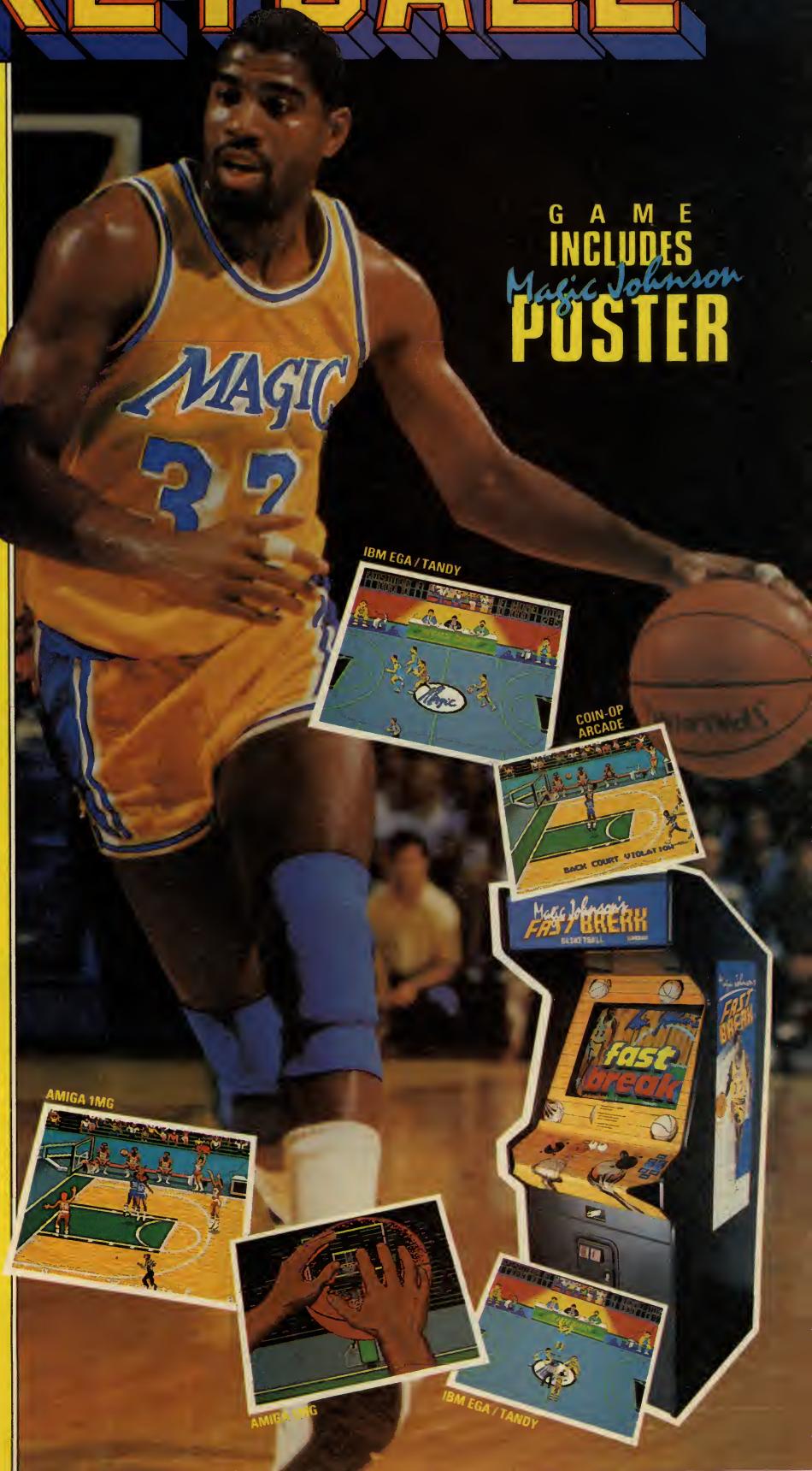
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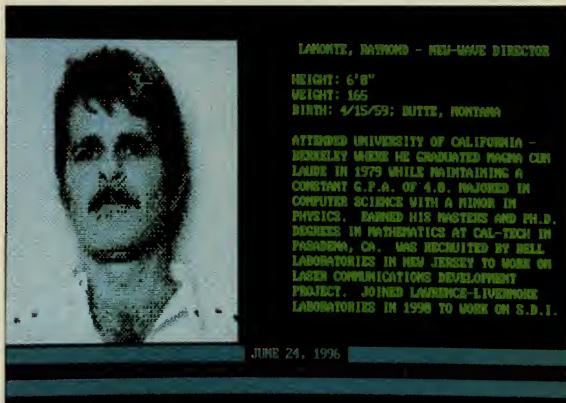
GUIDELINES (CONTINUED)

COSMI RELEASE IS TOP SECRET

Following its popular *The President Is Missing*, Cosmi has developed another deductive adventure game, *Presumed Guilty*.

A valued computer programmer has been killed in an "accident" under suspicious circumstances. You're a COPNET (Computer-Operated Police Network) agent assigned to investigate the case. But just as you discover a complex network of international intrigue, you also find that you've been framed as the prime suspect.

You'll have to break the case before you find yourself jailed. Search through the wire service news photos, agency data banks, telemetry transmissions, DNA gene print comparisons — anything that might clear your name and take you off the wanted list.



Presumed Guilty from Cosmi



Access Software's *Heavy Metal*

KNOCK-OUT FROM ACCOLADE

Fight fans will have more than a ringside seat in Accolade's new game, *TKO*. This game is a first-person simulation that puts the player in the ring against five tough challengers fighting for heavyweight champ.

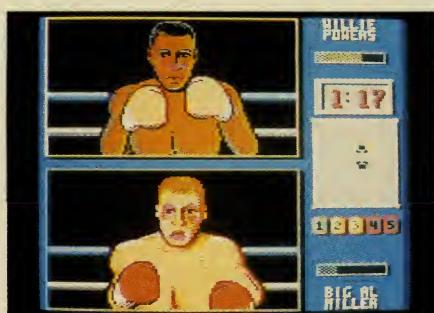
TKO's split action screen makes it easier to choose from the variety of punches, target areas, guard positions, and attributes the players can select. One or two players can go three, five, or ten rounds. And while you might not feel the pain, your boxer can literally bruise or get bruised by a punch.

A roster of eight computer-controlled and four unranked boxers are waiting to challenge you, so grab your gloves and make them hit the mat.

ROCK THE ENEMY WITH HEAVY METAL

You'll control some of the world's toughest army vehicles in a new strategic game by Access Software. *Heavy Metal* puts you behind the wheel of an MBT (Main Battle Tank), an ADAT (Air Defense/Anti-Tank System), or a FAV (Fast Attack Vehicle).

But *Heavy Metal* is not just a combat game. You'll start in a war room, developing strategy to defeat your enemy. Then you'll enter a training course to learn to maneuver the different vehicles. Your army rank depends on how well you control the machines and how efficient your war plans are. A good soldier can progress from second lieutenant to five-star general.



Accolade's *TKO*

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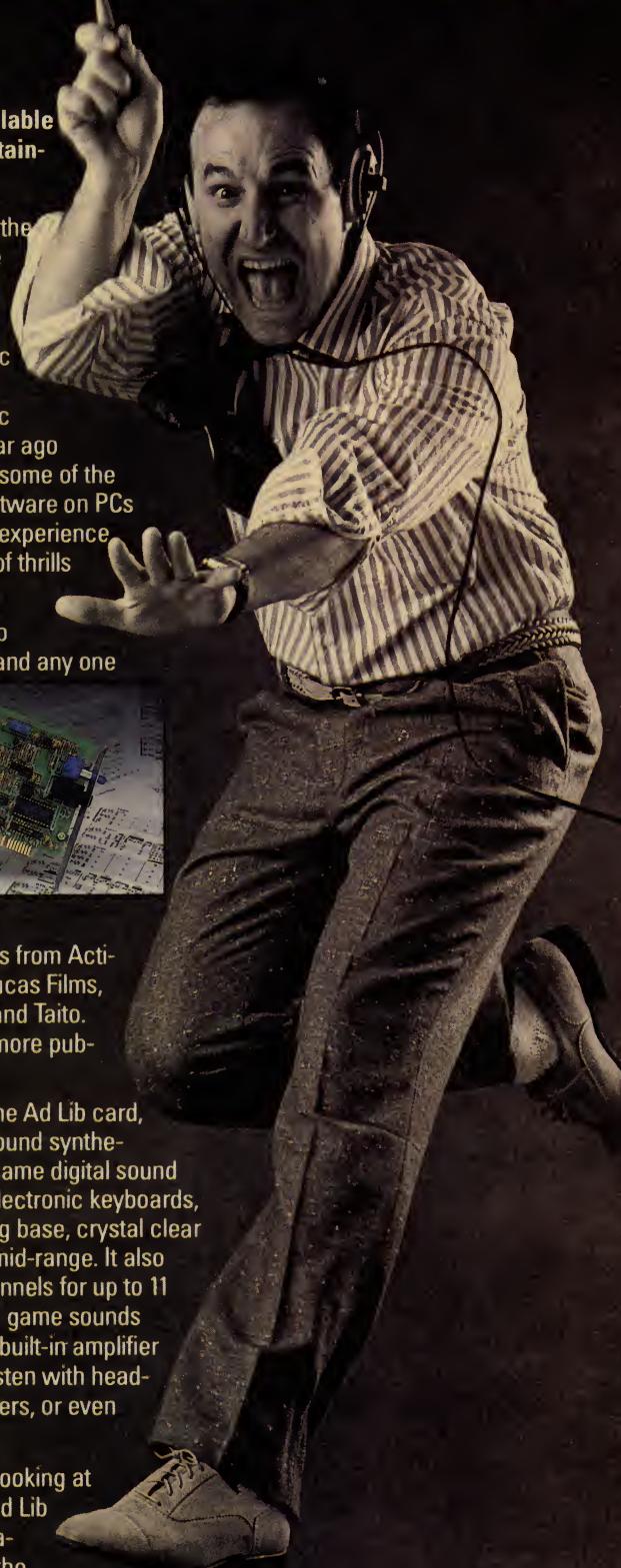
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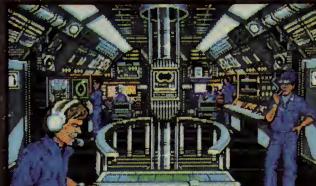
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BATTLETECH

BattleTech is one of Infocom's first forays beyond the text adventures for which they are famous. The results are impressive. Graphically excellent, the game follows hero Jason Youngblood as he moves through a vast terrain, attempting to solve a problem that threatens to destroy his world.

The problem isn't apparent at the start. Jason, training as a Mech Warrior, suddenly finds himself stranded in a hostile land. To survive, he must escape the Citadel and venture towards Starport, where he finds complex political intrigues. From there, he commandeers a Mech, and heads off to ... well, to even more dangerous places.

The Mech is *BattleTech*'s maneuver vehicle. A robotic version of a super-tank, the Mech combines excellent maneuverability with a deadly weapons system. It's a fighting machine, but Jason will also have to use it as his personal (and defensible) motor home. Early on, when the Citadel is destroyed, Jason will be practically lost. He must find people with whom he can carry on the fight against the enemy. One such person is the Mech Warrior, Jeremiah Youngblood. Jeremiah is the legendary pilot of the super-Mech, Phoenix Hawk. He's also Jason's father.

Infocom

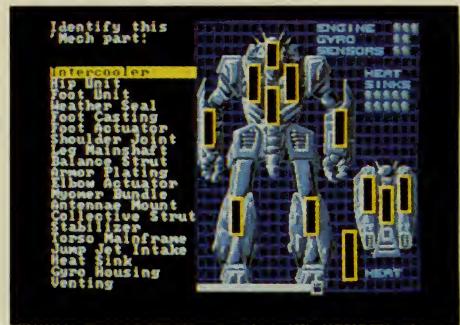


MCGA screens shown

As the game starts, Jason must find his way around the city. His goal is to locate the Pacifica training school. It's near the city's south edge.

HINT

Don't let the computer control your combat for you. When you first engage in combat, you should control your Mech to make sure you know how to do it. When combat becomes more complex, with a variety of enemies, you should control the Mech because you're smarter than the computer. The computer will do its best, but it will never exercise the option to flee.



To enter the training center, you must pass a quiz. Pictured is a Mech Warrior; your task is to label the appropriate part. After several entrances into the center, much of this will become second nature.



Spelled out on this screen are the details of Jason's first training mission. There are a number of these missions, each more difficult than the last.



The first mission is fairly easy. Jason must guide his Mech—this one is known as a Wasp—across the training grounds to the southeast. Even with a time limit, it should only take a couple of attempts.

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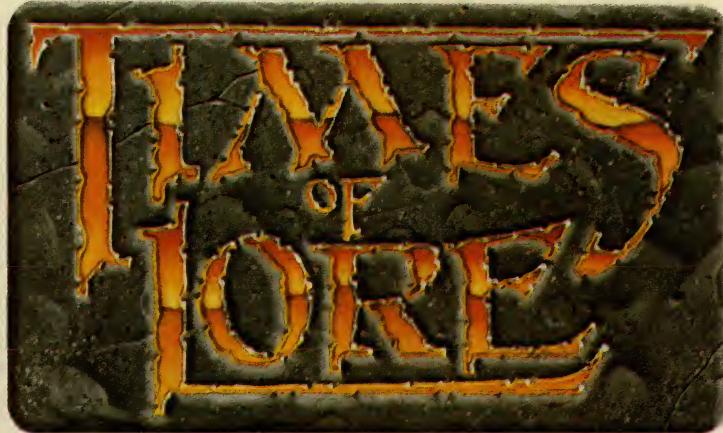
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COMPUTER GAME of the **MONTH**

GENGHIS KHAN: A STUDY OF REGAL PRINCIPLE

William R. Trotter

Version reviewed: IBM PC, Tandy, and compatibles; 384K minimum memory; EGA or VGA graphics; two floppy disk drives, or one floppy drive and one hard drive. Nintendo version planned for release in August. Koei, 20,000 Mariner Avenue, Suite 100, Torrance, CA 90503.



All right, I admit it. I get excited about the return of baseball. I follow the results during spring training, I make a few phone calls about season tickets, hoping that somehow they're on sale for 70 percent off. And I watch the season opener and home opener as if each was the seventh game of the World Series.



championship team. *Earl Weaver Baseball* focuses on managing the individual game; all of its many features are designed with that in mind.

Hardball

In *Hardball*, the screen you see most often shows your pitcher (either left-handed or right-handed) preparing to throw to the plate. It's the classic viewpoint of televised baseball, as seen from somewhere in left-center field.

The menus at the bottom of the *Hardball* screen show your options. Using the keyboard, joystick, or mouse, you select the pitch you wish to throw. If you're batting, you choose to bunt, steal, or swing away.

Once the defensive player has selected the pitch, and the offensive player the batting option, the menus change. Now the pitcher chooses a location for the pitch, while the batter selects whether he will swing high, low, inside, or outside. When you're batting against a human opponent, the catcher's glove moves as a signal to where the pitch might be going. When playing against the computer, you're at a distinct disadvantage — the glove does not



PC PLAYERS

Take Me Out To The Videogame

Neil Randall



1 Hardball: The pitcher-batter screen.

2 Hardball: Fielding a batted ball

3 Pete Rose: The main view from behind home plate.

4 Pete Rose: The pitcher-batter screen.

5 Pete Rose: Selecting Pete Rose's position.

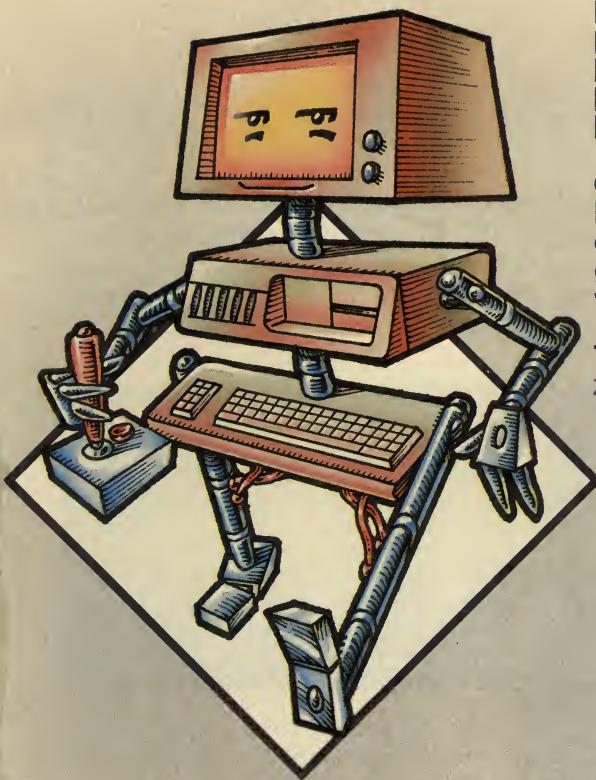
6 Pete Rose: The main view from behind home plate.

Ignorance of history is sad and dangerous, but as dull as the subject is so often made to seem in school, it's not surprising that such ignorance is widespread. As a former history major, I remember being appalled at how often the colorful, turbulent record of mankind was reduced to a mind-numbing procession of names, statistics, and dates.

Genghis Khan: A Study of Regal Principle, and games like it, would greatly contribute to high school world history classes. I'm not aware of any other historical simulation for PCs that blends so much fun with such a profound learning experience.

The virtue of *Genghis Khan* is that it brings a chapter of history to life in a way that challenges some of

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There are almost as many sword and sorcery role-playing games for personal computers as there are ninja games for Nintendo machines. The basic ingredients of all these games are pretty much the same: swordplay, magic spells, mazes, dungeons, monsters, evil mages, bellicose barbarians, and so forth.

In a field this crowded, a game really has to be good to stand out. *Ultima V: Warriors of Destiny*, the latest and most elaborate in a popular series, succeeds in restoring one's sense of Tolkeinian wonder. The amount of creative detail lavished on *Ultima V* is impressive. The game has a host of quiet virtues that even the more jaded role-players can savor: tiny mirrors which cast reflections when encountered by a character...clocks that tick...fountains that splash musically...and villagers who go realistically about their daily business, unless and until you approach them.

There is an elegant "look" to *Ultima V* as well. The large-scale views are done in a charming style that recalls an elaborate medieval tapestry. Colors are rich, and the shapes of land masses and bodies of water are smooth and free of blocky graphics. One effective graphics touch is the treatment of nightfall. As the sun sets, darkness literally closes around you until

REVIEWS

ULTIMA V: WARRIORS OF DESTINY
William R. Trotter

Version reviewed: IBM PC Tandy and compatibles, 256K minimum memory: CGA, EGA, Tandy or Hercules graphics. **Available from:** Commodore 64, Amiga II, Apple II, Macintosh, Origin Systems, 134 Harvey Road, Building B, Londonderry, NH 03055.

GP

Screen shot: A screenshot from the game showing a character in a dark, atmospheric setting. Text on the screen includes player stats like HP and EXP, and game messages like "Welcome to the JayFanner, Tauron".

Approach meadows with caution—some are disguised monitors.

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HINT

Save your position often. It is extremely easy to get killed in combat, especially after the Citadel falls. A good rule of thumb while walking outside the Citadel is to save every ten steps or so. Once you have your Mech, things get even more difficult. Certainly you will have less trouble maneuvering around the world, but Mechs have to be attended to. Furthermore, if you do get it shot up, you might have to abandon it. Here, too, use the save feature whenever you can.



Jason tries to catch a little shut-eye in the barracks. When you're getting through the training missions, visiting the barracks is often the quickest way to be allowed back onto the training grounds.



Your Mech will even walk through water if you want it to, but moving through difficult terrain costs time. By the end of the fourth mission, you'll have to defeat actual enemies.



By the third mission, you're ready to learn your weapons. All you have is a useless hunk of old Mech to destroy, but the exercise is designed to train you in weaponry.



In the fifth mission, engage another Mech in combat. Your automated combat capability has been deactivated, so you must do the fighting yourself. Your "enemy" Mech is on the east side of this building.

HINT

Write down everything the characters tell you. Much of what you learn is important to your success. A sure way to lose this game is to forget an important piece of information you were given days ago. It's a long game, but you need to keep track of what is happening at all times.



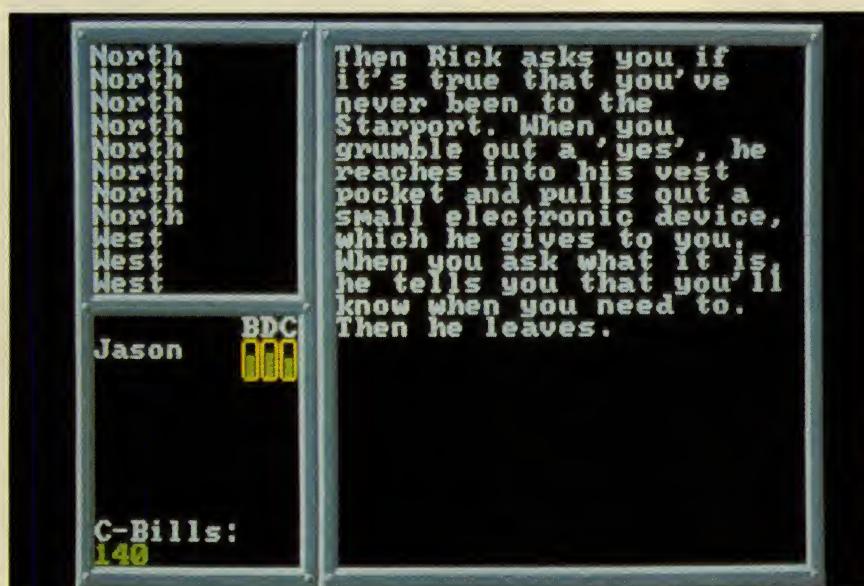
In a rare moment of very close combat, your Mech takes on the enemy Mech. Choosing "use weapon" brings up the targeting window. Try to be selective about the weapons you choose.



This is the citadel, one of the buildings on the north side of the complex. Visit here during your fifth or sixth training mission (before it's too late). And make sure you visit the Hall of Legends.



By entering the ComStar station, you can invest your money in three potentially lucrative stocks. But just as on Wall Street, you can lose your investments. So be a bit cautious at first.



A fellow cadet, Rick Atlas, has asked you to join him in the lounge. After ousting a drunk looking for a fight, Rick gives you a device. You won't understand what the device is for until later in the game.

HINT

Spend some time with your investments in the ComStar building. You will need money after the destruction of the Citadel, and it is better to make it early. Invest in each stock, then pay attention to the patterns of the stocks. You can build up a considerable sum this way.



At this point, your survival depends entirely on you. This is, in fact, where the game begins, and how you progress from here completely depends on your resourcefulness.



Suddenly, partway into your training, something strange happens. No longer are you fighting to improve your combat skills. Now, you're fighting to stay alive. These Mechs are trying to do you in.



The enemy has destroyed the citadel, and you can leave its confines. In fact, you must leave if you hope to survive. Where do you go? Check the map in the manual and it should become clear to you.

Kurita Mechs! The enemy. Jason looks both surprised and intent, and for very good reason. He's alone with a training Mech, then suddenly he is in the fight of his life.

HINT

If you do all the right things in Starport, you will be awarded a Mech of your own. Until that time, try to avoid combat at all costs. Unless you have managed to train Jason extremely well in hand-to-hand or rifle combat, and have gathered enough money for a reliable weapon, always evade your enemies. If you find yourself in combat, simply flee.



Starport at last! Trouble is, there seems to be no way inside. Maybe there's an entrance reserved only for Mechs. Try the west side of the city.



The farther you progress in *BattleTech*, the more characters you can come to depend on. Jason will soon meet Rex, Victor, and Marshal, who will all help him on his quest.



Jason stands in front of the Inaugural Hall in Starport. Inside, he will witness a strange and frightening event. This is another turning point in this huge, detailed game.



The proficiency you develop with your Mech in the training missions will follow you throughout the game. Without a good background in the basic techniques, your later fights will be hopeless.

Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory; VGA, EGA, MCGA, CGA, and Tandy 16-color graphics.

GENGHIS KHAN

The latest addition to Koei's highly regarded series of epic historical simulations, *Genghis Khan* takes the player back to the turbulent 13th century. It's the end of the feudal age, the dawn of the age of gunpowder, and the earth trembles under the hooves of marauding armies.

There are two basic scenarios, each with levels of difficulty. "Mongol Conquest" places you in the role of the young Timujin (later to be known as Genghis Khan), prince of an obscure desert tribe. First unify — by force or diplomacy — all the Mongol tribes. Next is the subjugation of most of China. If you're still alive (and still ambitious) you can unleash the nomadic hordes against the Middle East and Europe itself.

In the more complex "World Conquest" scenario, you can choose different roles: Richard the Lionhearted of England, Alexios II of Byzantium, or the Shogun Yoritomo of Japan. The game concept is open-ended — how far you expand is a function of your skill in balancing conflicting priorities ranging from domestic to diplomatic, from military to economic.

Be ruthless or cautious, as circumstances dictate, but one thing *Genghis Khan* makes clear is that even the most powerful and autocratic monarchs were often pathetically vulnerable to blind luck.

Koei



EGA screens shown

Scenario One lets you lead the Mongol Hordes. Start with this one. It's straightforward and bloodthirsty, and familiarizes you with the basic game concepts.

HINT

Even if you play a conservative, non-aggressive game, you're sure to be swept up in the violence of the age. If you've got good intelligence about neighboring states, and have no reason to fear attack from them, it's okay to shift large numbers of people from the army to farming or urban development. Doing so for more than two seasons (turns), however, is an open invitation to aggression, so don't let your guard down.



Scenario Two lets you choose one of four kings. Each has strategic advantages and liabilities, each faces different challenges. No two games ever play the same.



For a real challenge, try a revival of the Byzantine Empire. Alexios enjoys a strategic location and a robust economy, but Byzantium is politically unstable.

Alexios	Teobalos	Andronikos	Simeon	Demetrios
LEADERSHIP ABILITY	100	110	75	68
CHARACTER	100	100	75	75
PLANNING ABILITY	120	98	127	78
INTELLIGENCE	100	114	63	78
MILITARY ABILITY	145	100	77	90
RELIGIOUS ABILITY	170	120	50	95

You can set the personality parameters of subordinates or let the computer do it. Doing it yourself allows you to make each man a specialist in one or two areas of statecraft.

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Based on the book *Red Storm Rising*, by Tom Clancy; Larry Bond co-author. Copyright 1986 by Jack Ryan Enterprises Ltd. and Larry Bond. Software © 1988 by MicroProse Software Inc. All rights reserved. Can't find *Red Storm Rising*? Call (301) 771-1151 weekdays 8am to 5pm EST and order by MC/VISA; or mail check or money order for \$54.95 plus \$2.50 for shipping and handling U.S. funds only. MD residents add 5% sales tax. Add \$5.00 for international order. Allow 1-3 weeks for delivery.

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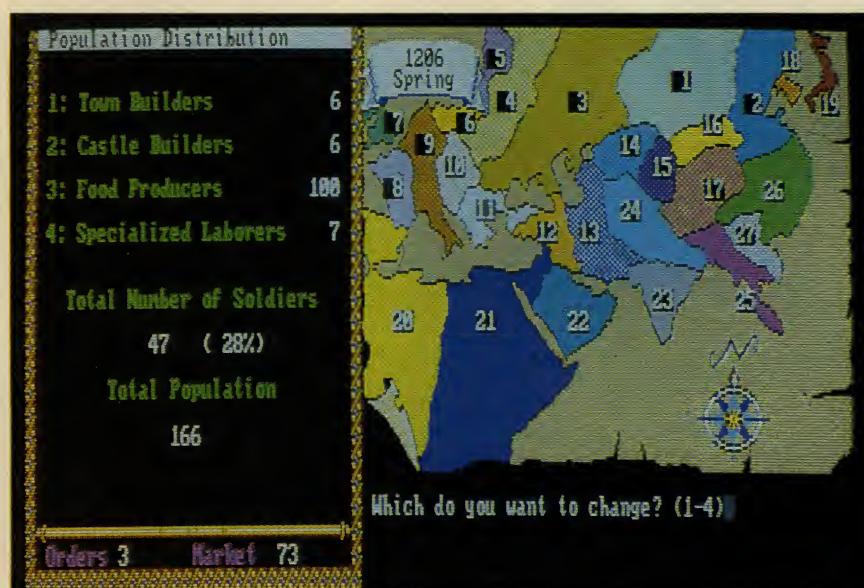
Periodically, the computer will flash news of wars, upheavals, or political changes in distant states. Some of these may not concern you, but do keep track of everything in a general sort of way. A sudden change in rulers could convert a peaceful neighbor into a deadly foe, or weaken an enemy sufficiently for you to contemplate invasion or sabotage.



Jot down your country's vital statistics once each year to see how much better or worse things are going. Don't let "morale" fall below 100, or you may have to cope with an internal rebellion.

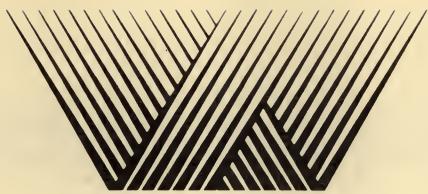


Each state has surplus goods for trade. Keep your eyes peeled for favorable market conditions, then sell for the best price. Excess funds can be used to upgrade your army's weaponry.



Once you have planted a spy in a neighboring country, use the "view" command to obtain an overview of that nation's political and economic situation.

Before the autumn harvests, transfer as many people as you can into agricultural production to build up food reserves for times of famine or invasion. After harvesting, redistribute the population again.



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HINT

This game does not reward reckless expansion. Even the great Khan himself had to create a solid domestic infrastructure before attempting world conquest. Before you attack anyone, make sure you have the resources to sustain a campaign. Gold reserves, provisions, morale, and level of training are as vital to success as the size of your army.



You may ask bordering states to form an alliance, or you may be asked to enter a treaty. Alliances *are* binding (for a few years anyway), so think ahead before committing yourself.



If you want to keep your dynasty going after you are gone, you should use the rendezvous command to spend some "quality time" with the empress.



There are many ways to strengthen your position other than conquest or treachery. Marriages, wisely arranged, can create bonds of loyalty or cement alliances. Know how many daughters you have and keep track of their ages.



Sooner or later, every state gets hit with a natural disaster. Neighbors reeling from plague, famine, or severe weather will be weakened for a year or more and are ripe for attack.

HINT

A weak defender can use long range archery attacks to whittle down a superior foe. Or he can force the invader to chase him over rough terrain, where the invader's columns will gradually become weaker because of straggling and desertion. Avoid attacking castles or fortified towns unless you have a significant numerical advantage.



It costs ability points to make most of your command decisions. Retrain yourself periodically, or your best abilities will atrophy and your leadership will decline in effectiveness.



If you're invaded by a stronger foe, you may be able to outlast him by going on the defensive and waiting for his provisions to run out.



Tactics can be subtle in this game. Units put into the "ambush" mode become invisible unless and until the enemy falls into their trap.



Once you have conquered, you must govern. Two or three provinces are all one ruler can handle effectively, so part of your job is to select wise, trustworthy governors.

HINT

Subtle options abound in *Genghis Khan*. The more flexible and varied your skills, the longer you're likely to remain on the throne. Learn to balance policy, arranged marriages, taxation, morale, food production, and so on. Treachery from within is almost as certain as invasion from without, so periodically check the loyalty of your subordinates with the "domestic investigation" command. In extreme emergencies, levy special taxes, impose the draft, or pillage. But such Draconian measures are only briefly effective. The discontent they breed should be offset quickly with food or gold.



The penalty for failure can be severe. *Genghis Khan* teaches that power can be a harsh mistress indeed, and that wisdom, bravery, and determination can all be swept away by fate.



If things get really desperate, you can challenge the enemy commander to single combat — Alexios did in this game. The Pole being younger and stronger, Byzantium lost both its king and the war.



Rulers may die, but the game goes on ... if you want it to. Select a successor and just keep on going, or bail out and start a new game. Theoretically, you can keep playing for centuries of game-time, although decades is the more likely time span.

Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory; VGA or EGA graphics.

When the computer updates you on events in the rest of the world, pay attention. Even if the news does not immediately concern you, it could signal ominous or favorable trends.

GOLD RUSH

Go west, young game-player! In Sierra's *Gold Rush*, the time is 1848 and gold fever is sweeping America. You take the role of Jerrod Wilson, a mild-mannered journalist from Brooklyn who sets out to find his fortune. There are three epic treks contained in the game, one for each of the three main historical routes: by wagon train across the continent, through the jungles of Panama, or by clipper ship around the Horn, through the most dangerous waters on earth.

Gamers who insist on non-stop action may find *Gold Rush* rather sedate, but those who love a big, leisurely story (the game plays the way a good 19th-century novel reads) are likely to be charmed and seduced. Jerrod is a lovable character, with a dash of the young Mark Twain in his personality, and Sierra's marvelously lush graphics are close to cinematic in their effects. The game is packed with authentic historical detail and conveys a sense of both the perils and the epic adventure of America's first great wave of westward expansion. This is one game that could be used to great profit (and enjoyment) in high school history classes. *Gold Rush* is another excellent and distinctive product from Sierra.

Sierra



Jerrod will have to sell his house in order to buy passage to California. Before he vacates, though, he should go inside for one last nostalgic look around.



Useful clues and information abound in Brooklyn. Visit the bank, the newspaper office, the waterfront, and even the cemetery.



Be sure to talk to every passerby you encounter. At least half of them have something of importance to say, and their suggestions are often worth following.

HINT

Life was dangerous in 1848. No matter which route you take, you're sure to die several times from dumb, mean, happenstance causes: snake bite, cholera, being washed overboard, and so on. When that happens, don't panic, just play through the scene again. Many of these random incidents are just that: "random" — you may die one time, survive the next.

HINT

You may be impatient to hit the trail, but take the time to explore Brooklyn thoroughly. Of the 250 points you need to win the game, some 50-60 can be obtained right in Jerrod's neighborhood — not to mention clues that will come in handy later. Talk to everybody, take notes, enjoy yourself. The graphics in this "overture" segment are delightful and the game is very friendly, even when it tricks you.



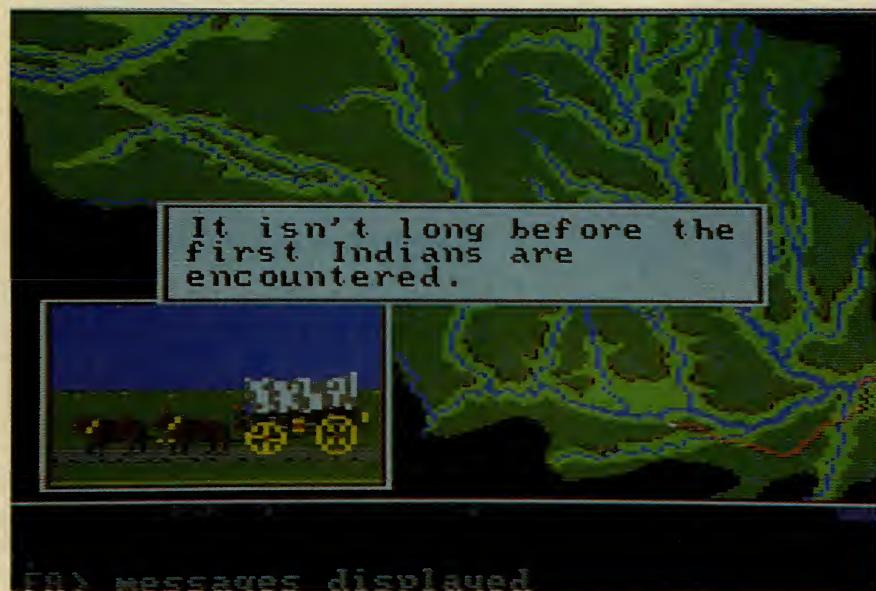
If you go to the livery stable (and you'll have to if you go west by stage), be sure not to linger behind the horse. He kicks.



Converse with your fellow trekkers. One or two may have something useful to say or to give you; others have interesting comments that add flavor to the game.



Pay close attention to the plains beyond your camp in Missouri; there is a right time and a wrong time to roll the wagons.



10 messages displayed

The great trek west is shown by means of colorful maps. Be sure to save your game once you get past this part; you probably won't want to repeat the whole durn trip.

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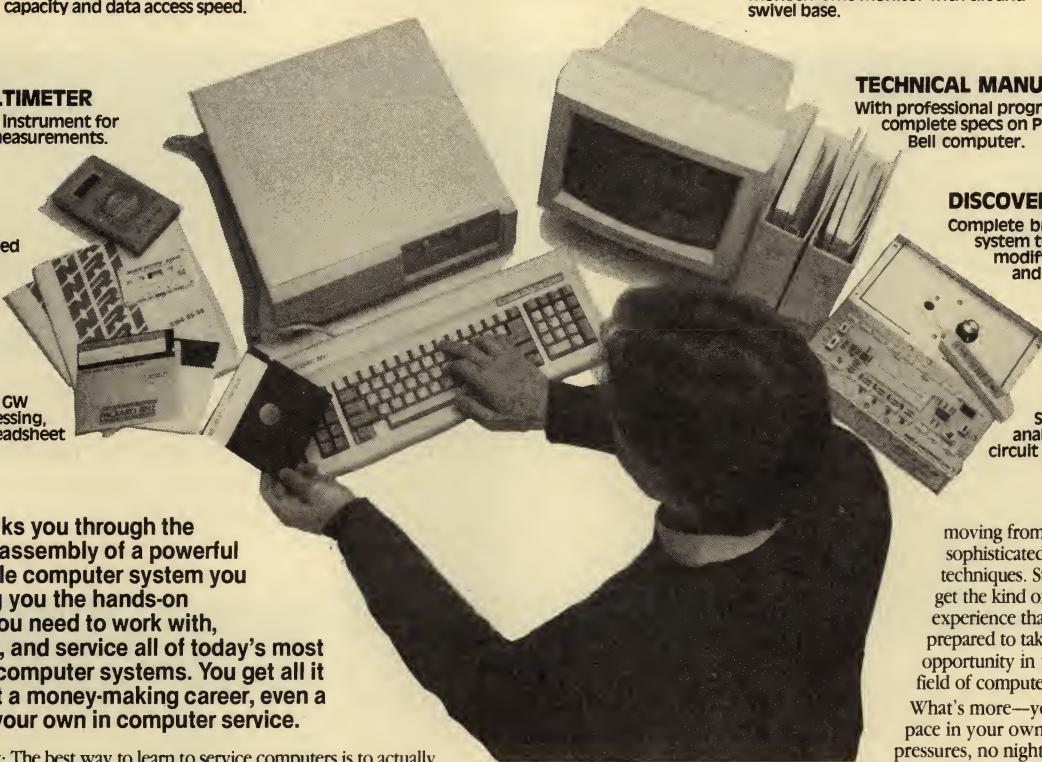
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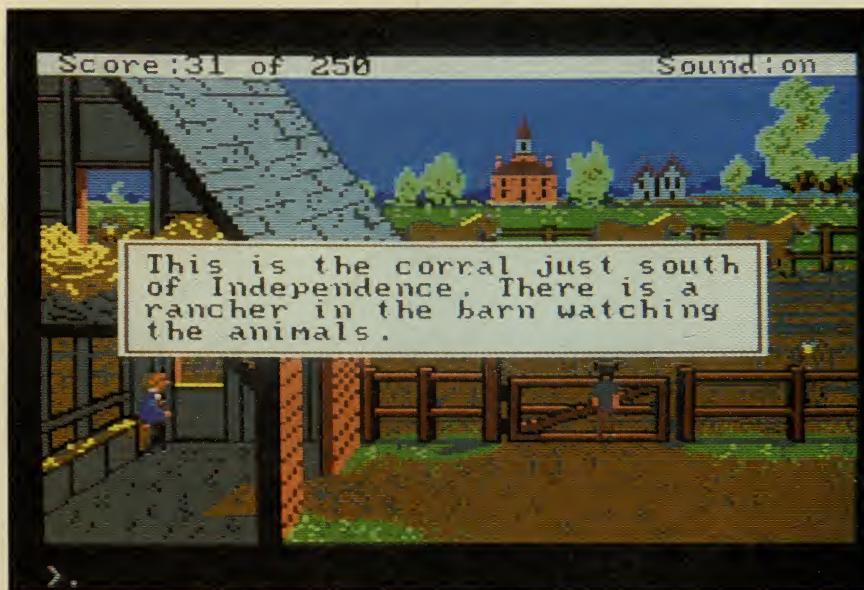
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HINT

The overland transcontinental trek is shown via extended animated sequences. These are handsomely done and chock full of meaty historical information, but you probably won't want to view them more than once because of their length. Sierra does provide the option of suppressing all the text messages, however, and if you engage that, the whole business speeds up considerably.



The horse trader in Independence will offer to sell you several varieties of beast; remember that youth is not always a virtue, especially when it comes to oxen.



Even if the animals are well-watered and docile, the descent is still dangerous. Remember that wagons don't have braking systems, unless you help them out a little bit.



This cliff overlooking a river is a perilous spot indeed. If your animals are mad with thirst, who knows what havoc they can wreak on the wagon?



Perishing of thirst? Don't expect a water fountain out here, but if you're not too choosy about what you drink, you may be able to survive.

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HINT

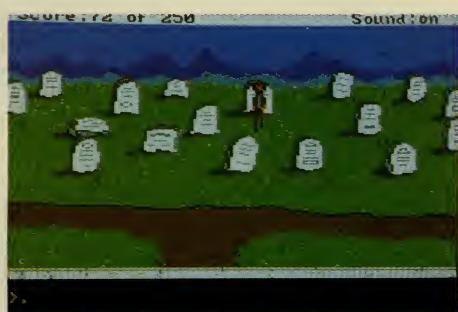
Graveyards are a prominent feature in *Gold Rush* (not surprisingly, considering how many ways there were for folks to get killed in 1848), and the game invites you to stroll along and read tombstones. You'll only want to do this once (and you need to, since one stone in each graveyard contains important information), but it's an absorbing side trip because the epitaphs are — or certainly seem to be — authentic 19th century stuff. Some are touching and some are quite droll.



After you get to California, you'll stop at Sutter's Fort. Be prepared to spend a lot of time in this vicinity.



Explore the fort thoroughly, and be sure to talk to the blacksmith — he has news about a relative.



Boot Hill, just outside the fort's walls, contains a tombstone that will definitely be of interest.



There's a general store here where you can buy prospecting equipment ... if you've got the gold to pay for it.

HINT

In mid-game, there is an extended sequence set in and around Sutter's Fort, California. After you explore the interior of the fort, try following the wagon-trace east, along the America River (does that name ring a bell from an earlier scene?). You'll find both gold and clues a-plenty if you look in the right places. Don't forget to buy a shovel at the fort if you don't have one. It's not a bad idea to save the game just before you set out to explore the riverbank — there are random dangers as well as riches hidden in those trees.



Miles from Sutter's Fort: E: 4 S: 0

Follow the river east from the fort and you'll discover an old wagon road that leads...?



Miles from Sutter's Fort: E: 13 S: 0

Some of the prospectors you meet will be friendly and will warn you about outlaws and other perils.



Some, on the other hand, will have you strung up for claim-jumping. Life was risky in them days, partner, so save the game early and often.



If the wagon train trek was too lethal for you, just start a whole new game by taking one of the ocean routes. The scenery is terrific, and the dangers sometimes quite exotic.

Hardware Requirements: IBM, Tandy, and most compatibles; 512K minimum memory; VGA, EGA, MCGA, CGA, and Tandy 16-color graphics; hard disk recommended; mouse, joystick optional.

POLICE QUEST 2: THE VENGEANCE

Calling all cars! That dangerous killer Jessie Bains has escaped from jail. And since you're the cop who sent him to the big house, you're top on his new hit list.

The second in Sierra's *Police Quest* series, *The Vengeance* gives players a chance to use all that knowledge they've picked up from endless police television shows. Can you lift a fingerprint? Question a witness? Read a prisoner his rights? Now you can find out.

As Sonny Bonds, a dedicated, if taciturn, police lieutenant, you only have two days to track down Jessie before your own life is endangered. But since Bains has your girlfriend, Marie, you're willing to risk your life to find him. Follow the clues you get by studying police files, checking with eyewitnesses, using your field kit, and searching crime scenes. But if you don't follow proper police procedures, Marie's a goner — and you are too.

Fun for crime watchers and mystery readers alike, *The Vengeance* follows Sierra's successful formula: You earn points by making progress. Searching the right file may earn two points, booking evidence six or seven. If you're a top-notch detective, you may earn a perfect score of 300.

Sierra



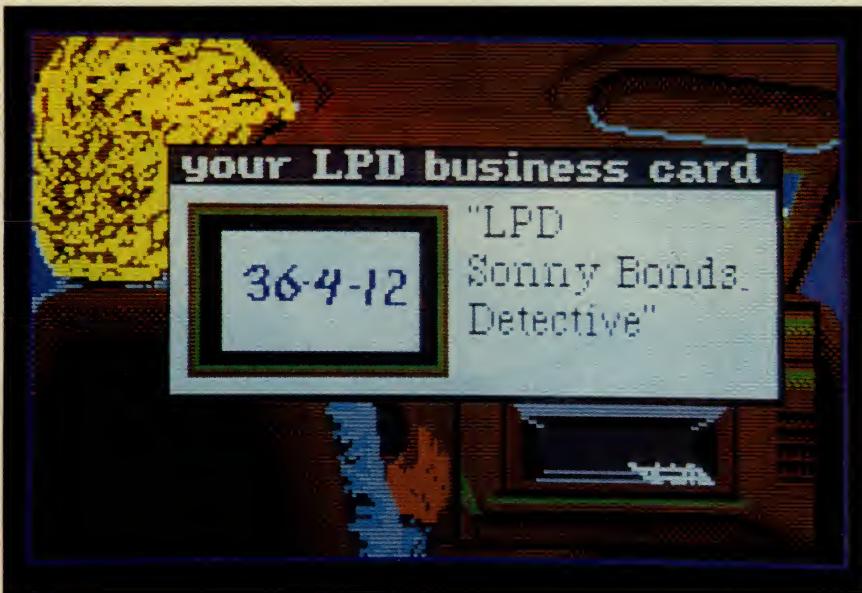
You'll finally earn points when the sights on your gun are adjusted and you hit within the "10s" on the target. But you may have to return to the range if you jar your gun or hit it against something.



Don't forget to check your gun at the door before you enter the jail. Once inside, there are a couple of files to request and a witness to question. Write down any pertinent details for reference.



You'll have to ask the right questions before the jogger in the park will give you a rational eyewitness account. You might want to save the game here, since Bains is evidently in the vicinity.



EGA screens shown

Even before you enter the police station you should check your car for things you might need. And remember that number on the back of your business card. You'll definitely need it later.

HINT

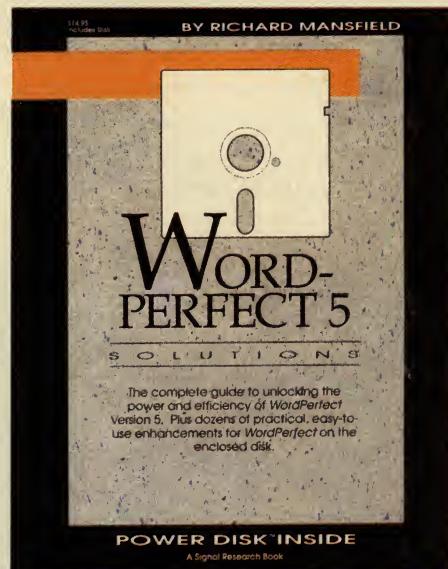
Don't bother going into the burglary office this early in the game. You also won't need to use either the computer or the telephone in the homicide office — though you can learn the passwords to the computer if you're very observant. The files in your office cabinet will help you with background on the case, but the only file you need to read is Bains'. And why not also pick up a mug shot at the same time?

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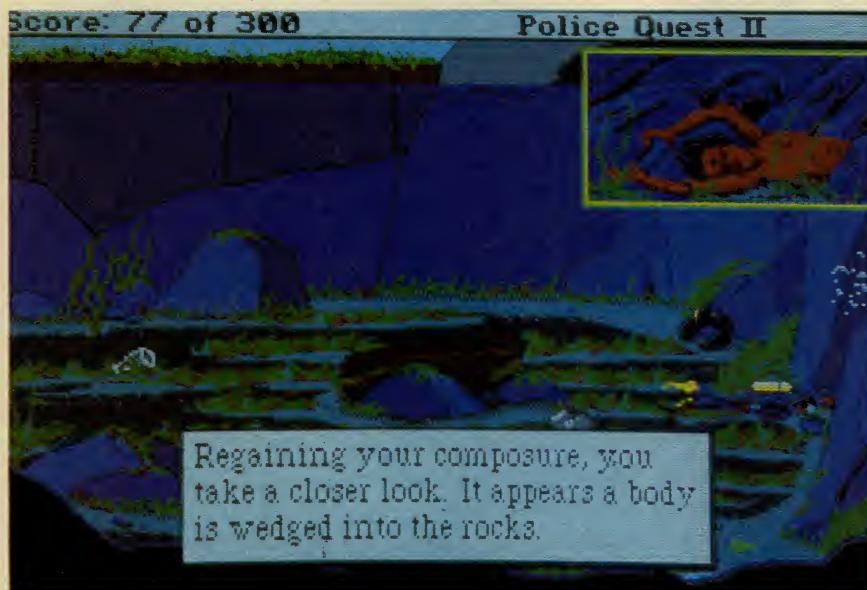
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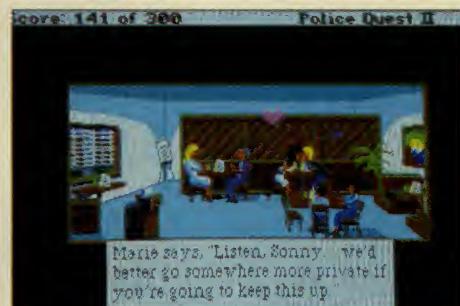
When you're in the airport, you should question the airline personnel and employees of both rental car agencies. But you won't need to go upstairs yet. Just remember that Jessie Bains would not have been able to get on the plane carrying a gun, and you didn't find the weapon in the stolen car. That means he stashed it somewhere in the airport.



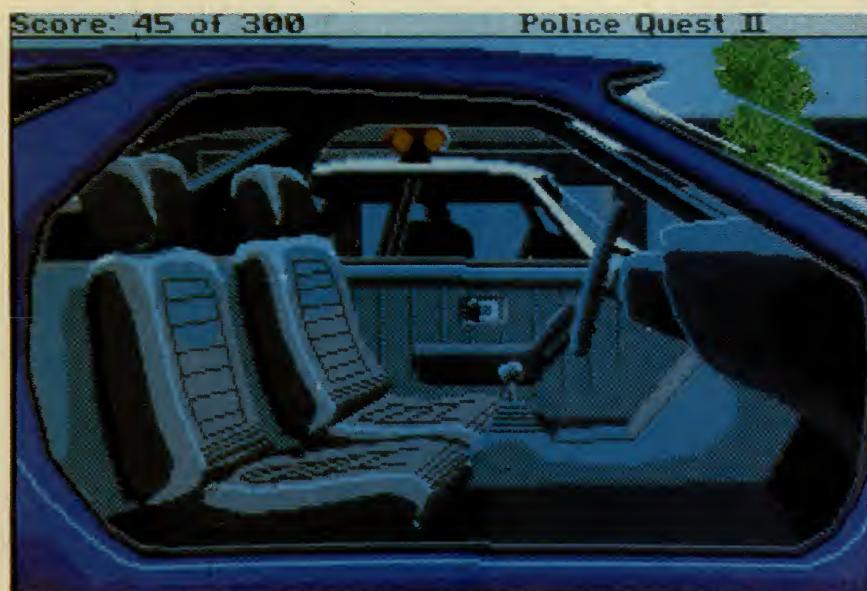
There are three screens to explore while diving, but you'll surface once you find the body. Search the middle first, then the left, and finally the right. And make sure your diving companion isn't blocking a clue.



Question the airline employees to gain clues about Bains's whereabouts. Once he lands in Steelton, he's going to need other transportation. Maybe you should check with rental car agents, too.



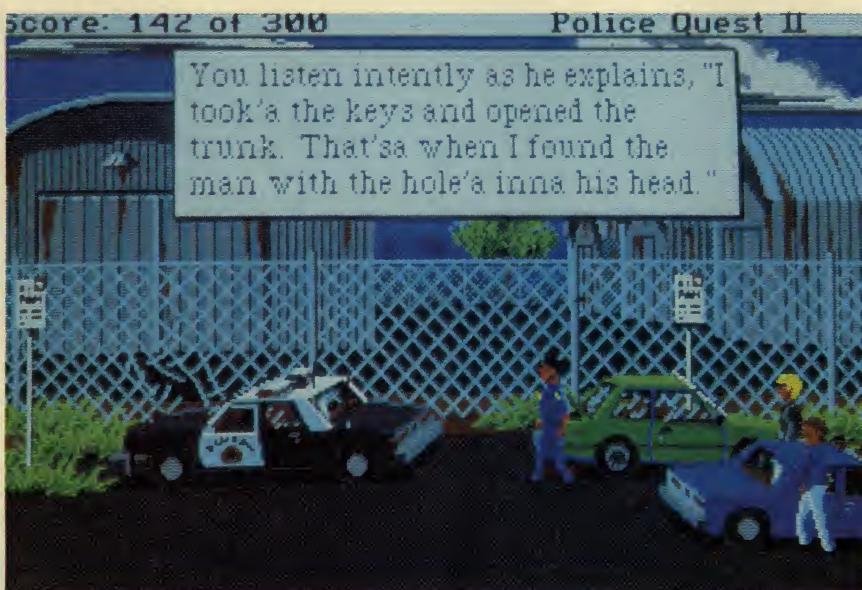
Since you've kept Marie waiting in Arnie's, it might be nice to bring her a gift. And don't embarrass her by ordering a meal you can't afford. The service is slow, but you don't have to make a lot of small talk.



Follow procedure whenever you're searching a car for evidence. Dust the likely places — steering wheel, glove compartment, rear view mirror, and so on. Then use tape to lift any good prints.

HINT

When you're booking evidence from your field kit, it's a lot faster to type "book evidence" rather than listing the items one by one. The officer behind the counter will then list each item, and you'll receive full point value. Now, on day two, you'll need to check out the burglary office. Don't search the desks, just talk to the officers on duty.



Search the trunk thoroughly while you're waiting for the coroner, but don't move the body until you can put it into the coroner's car. You want to *find* evidence, not destroy it.



Marie (or *was* it Marie?) has left you a note on her front door. Though her house has been thoroughly ransacked, you'll only need to find one clue here before getting hot on her trail.



Cast your mind back to those "Starsky and Hutch" episodes before dashing into the hotel room or you won't live through the day. Stand aside to unlock the door, and wait for the tear gas to clear before entering.



You can call 0 or 411 to get the operator. She can provide you with phone numbers (unless they're unlisted) as long as you have the name and the city. But jot down any addresses you find just the same.

HINT

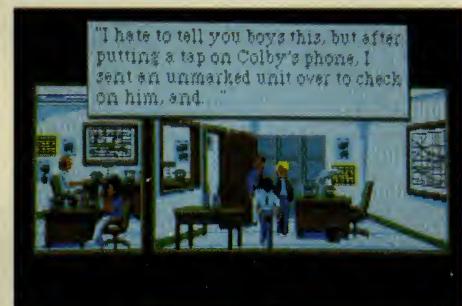
Even though you know you don't carry enough cash around to buy an airline ticket, don't worry. Your partner, Keith, isn't good for much, but he can take care of little details. But there is no need to take his advice in this case — or respond to his constant chit-chat in the car. Just make a note of the information he radios in to headquarters so you won't duplicate it.



If you try to go through the metal detector, you're likely to end up in hot water — and it's not your *keys* that are setting off the alarm. Try identifying yourself to the airport official.



There's a time limit in which to disarm the bomb, but first you have to find it. And you'd better also find the bomb instructions, or you'll end everyone's travel plans *very* quickly.



The Steelton lieutenant will inform you that Don Colby is Bains' latest victim ... leaving only you. Your nerves may be just about shot, but you have enough sense left to look around for items you might need.



You've only got one chance to save the plane from the two hijackers. And don't listen to the captain. When the struggling stewardess falls to the ground, open fire. But your seatbelt had better be unfastened.

HINT

The sewer can give you some problems if you get turned around — though you probably won't live too long if you take a wrong turn. You might want to map it out. One way or another, you'll have to get through one gas pocket before you can find the gas mask. You'll probably want to save the game the deeper you progress so you won't have to repeat. But have faith because you won't have to find your way *out* of the sewer.



A mugger will appear somewhere in the park, so be on the lookout for him. He doesn't *look* like he's involved with this case, but you might want to question him anyway. Just follow proper procedures.



Rescuing Marie and killing Bains is just a matter of trial and error, so be sure to save your game around here. You'll only need two shots to kill Bains, but he'll need three to kill you.



Once Bains has been killed, there are no more points to earn. But you'll be hauled in front of a disciplinary hearing, so you'd better hope you followed office procedure if you plan to live happily ever after.



The sewer is filled with more dangers than the rats that are crawling around. Proceed with caution, but speed through those deadly methane gas pockets. The case is almost closed!

Hardware Requirements: IBM, Tandy, and most compatibles; 512K minimum memory; VGA, EGA, MCGA, and CGA graphics; hard disk recommended; mouse or joystick optional; supports Roland MT-32, Ad Lib, or IBM music cards.

POOL OF RADIANCE

The second in SSI's line of Advanced Dungeons and Dragons (AD&D) games, *Pool of Radiance*, captures more of the spirit of AD&D than the action battle game *Heroes of the Lance*. *Pool of Radiance* is an AD&D player's fantasy — a role-playing game with many available options.

Not so much one adventure as a series of related scenarios, *Pool of Radiance* follows your party of six as it heads for the City Hall to receive commissions. The adventurers perform the tasks and return for their reward. Other, smaller commissions will be posted outside the hall.

Radiance's game system is totally based on AD&D, and, while it omits many of that massive game's options, it will be instantly familiar to an experienced AD&D player. Character creation follows AD&D guidelines, the magic system uses AD&D's memorization rules, and the combat system is as complex and time-consuming as it is in the parent game.

In fact, you'll invest a considerable portion of your playing time in combat. Though you can speed things up by having the computer control all your characters in combat, it's best to assign some of your lesser adventurers to computer control and keep the rest to enjoy yourself.

Strategic Simulations, Inc.



EGA screens shown

This is a complex game, and you must begin by creating adventurers for your party. Study each character's attributes carefully. Does this character's age cancel out his abilities as a fighter?

HINT

By all means, enter the taverns to do a little gambling. But be careful that you don't get into a brawl, especially if your party is just starting out. The brawls are dangerous, and more than one would-be warrior has gotten himself killed before even setting foot into the slums. Do a little adventuring first, then hit the taverns. And pay attention to the gossip: some of it's purely invention, but much needs careful consideration.



If you decide not to keep a character, another will be created. This male is young, strong, and charismatic — but not overly bright. His "alignment" is Lawful Neutral.



Next you choose the way your adventurer will look as an icon on the tactical combat display. The top icons show what you started with. As modified, the adventurer appears as the pair of icons below.



At the beginning of your quest, Rolf takes the party on a guided tour of Phlan. Use the map on the front of the Adventurer's Journal to keep track of where he's taking you. Learn the city well.

HINT

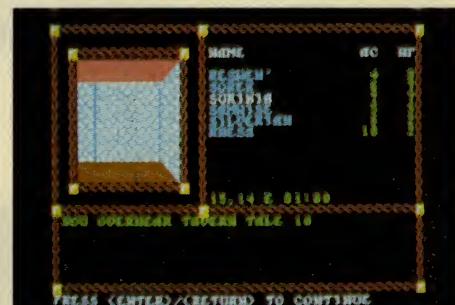
It is much cheaper to rest inside the slums than it is to book a room in the inns for a night. After clearing out a section of the slums (particularly the group of orcs you find arguing over some scrolls), you can rest indefinitely. Here your priests and magic-users can memorize their spells and, in the case of healing spells, use them on the characters and then memorize them again.



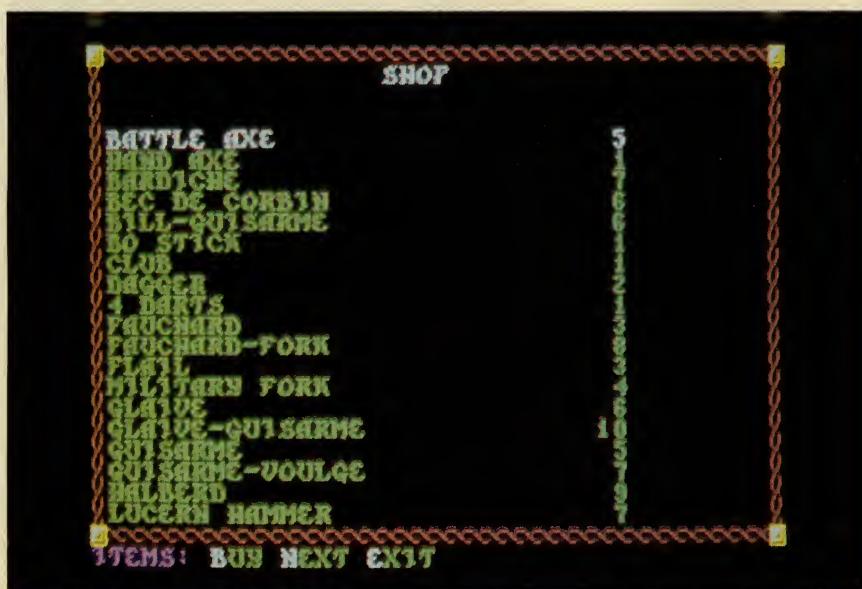
Rolf calls the City Hall the most important building in Phlan. Since you receive your quests and commissions there (and it's where notices are posted for further adventures), he is probably quite right.



Once your characters have made their purchases, equip them with the items. At the main menu, choose encamp, then view the highlighted characters and choose items. Ready them from this screen.



Here the party overhears Tavern Tale #10. Turning to page 33 of the Adventurer's Journal, you will find this bit of gossip. Or is it gossip? Does tavern talk offer real information there as well?



Inside the City Park you will find several places of interest. One of them is this weapons and armor shop. Don't spend all your money, but make sure your fighters do have weapons.

HINT

For a beginning party, make sure the magic-users know the sleep spell. Novice adventurers don't have enough hit points, nor are they good enough fighters, to last long in the slums. But if a magic-user casts sleep over the monsters, the party can destroy them effortlessly. Be careful, though, that you aim the spell at a group of monsters because you can just as easily put your allies to sleep. Then they get killed instead.



As you were leaving another tavern, a brawl began. Silverian (the white-robed figure in the square) is surrounded by bar-goers who wish him harm. A beginning adventurer, Silverian's choices are limited.



Outside the City Hall, the party sees several proclamations posted on the wall. These are invitations to adventure, and can be found in the Adventurer's Journal.



Inside City Hall, you'll find two doors. The first leads to the clerk's office; the second is guarded. Go see the clerk, and she'll offer you commissions. For rewards, return there after accomplishing them.



In the slums of Old Phlan, the party is approached by orcs. Options include entering combat immediately, fleeing, waiting to see what happens, or advancing to the next stage of the encounter.

HINT

Not all walls are really walls. In a few places, walls are actually well-concealed doorways, behind which await all kinds of interesting things. The first of these you will find is in one corner of the slums. Be sure to map the slums, because otherwise you won't find your way back.



Combat against the orcs. Surinia has already gone down to an orcish blow. In an effort at saving her, Rhesa uses the Bandage command.



Fighting monsters and tavern-brawlers is only one way to increase your combat skills. In the training halls, characters of all classes can improve themselves. But beware, you can get killed there, too.



You'll enjoy a high rate of success if you surprise a party instead of, for example, allowing them to approach you. You should usually choose "flee" instead of combat or other options in a case like this.



Always remember that your magic-users and clerics must memorize spells to take with them. To do this, encamp the party and use the "Magic" command. If you don't, your mages will be useless in combat.

HINT

Be sure to equip your party with the items they find or purchase. It is very easy to forget to do this, then find your leading warrior marching into battle with his gleaming new broadsword *stored in his backpack*. A good rule of thumb is to check your equipment and memorize your spells every time you rest. Rest is also a good time to go through your items and find out if you've picked up anything useful along the way.



Again, don't fight everything you meet. Here the party has encountered a group of undead and have the option of fighting or parleying. If they parley, they can be as nice or abusive as they wish.



A dilemma. Three doors beckon, but at least one will mean instant battle. Reswen and Surinia are already wounded. Do they try one more battle, or head back for New Phlan?



With most of the party dying, Samwise faces a host of skeletons and zombies. His only chance now—and it isn't much—is to turn and run from the battle, leaving his unfortunate comrades to their fate.



Through a mysterious door, the party comes upon a small man hunched over a table. It seems inappropriate to attack him, so why not just talk?

Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory; EGA, CGA, or Tandy 16-color graphics; two floppy drives or a hard drive required.

ROCKET RANGER

If you love those mad scientist classics and old space serials, *Rocket Ranger* is the game for you. It's your chance to become a 1940s hero. You've only got a limited time to make the world safe for democracy.

On the brink of World War II, the Third Reich has kidnapped a brilliant scientist and his daughter in an effort to mine lunarium, a power source found only on the moon. The Nazis, meanwhile, are using mind-control machines to turn huge segments of the world's population into zombies.

Scientists from the 21st century (who are aware that the Nazis *did* win WWII) have sent you a jet-propelled rocket suit, a ray gun, and a decoder wheel. But how you use them is up to you. Can you change history and save us from galactic Nazism?

Set up a network of agents throughout the world to spy on the Third Reich and discover their secret strategic sites and bases. If you can find enough spare parts to build your own rocket, you can travel to the moon yourself. While your lunarium supply holds out, you're a threat to the Nazis. And if you can find their jungle and desert bases, you can tap into their own lunarium stores. Then nothing can stop you from defeating the evildoers.

Cinemaware



You'll contact your agents on a map of the world. The jungle base will be located in either South America or Africa. The desert base will be located in Africa or the Middle East. Rocket parts can be anywhere.

HINT

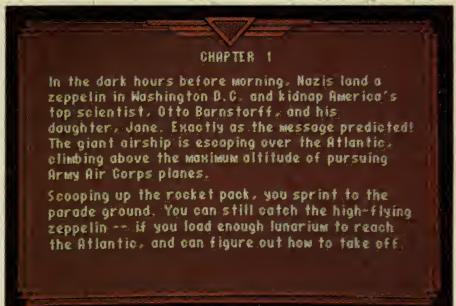
When the game begins, your agents will be spread out across the map. Don't move them until each one reports, then move three to Africa, one to the Middle East, and one to South America. Keep moving those in Africa and the Middle East until each country is infiltrated, then move them into Europe looking for rocket parts. When all the South American countries are infiltrated, have the agent set up a resistance movement in each country, then — if he's still alive — move him to Canada to repeat the formula.



There are four places on the Fort Dix base to which you can travel. For the most part, you'll be traveling back and forth between the war room and rocket pack launches.



Once you've discovered both bases and most of the rocket parts, you can change your agents' orders. If you have them organize resistance movements, you can slow down the Nazis and get more lunarium.



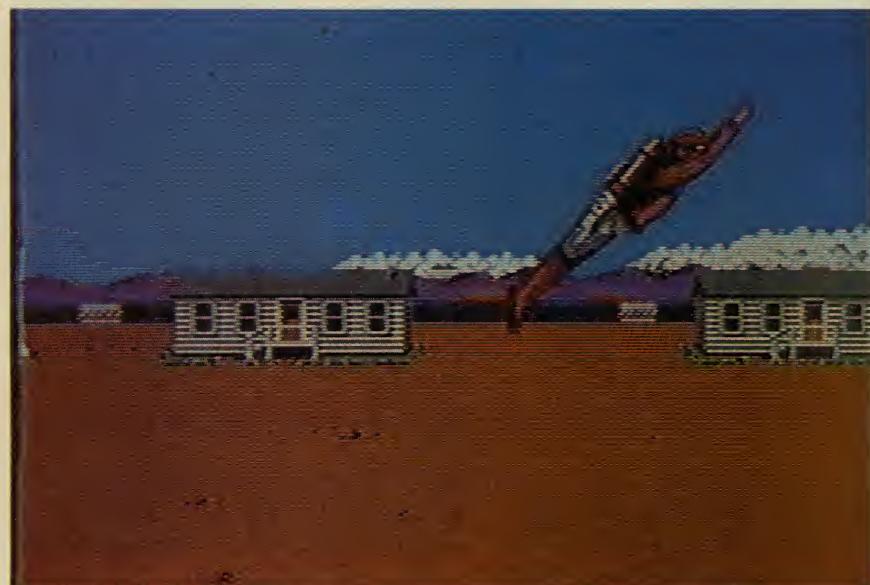
Text screens will tell you the whereabouts of the Nazis, Barnstorff, and Jane. Though you can try to rescue the Barnstorffs from the dirigible or the German base, it's not *necessary* until they reach the desert base.

HINT

Don't always take the advice of your agents. They'll sometimes suggest bad strategic moves. And *nothing* they tell you is as urgent as they say. The strategic sites they discover will slow down the Nazis if you destroy them, but they don't *have* to be destroyed to finish the game.



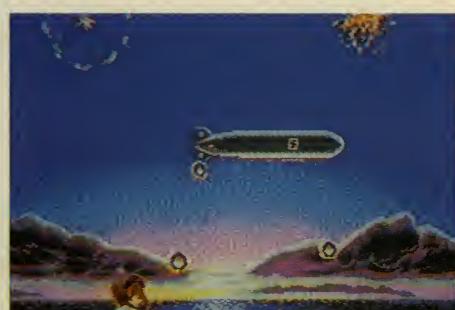
Follow your Rocket Ranger's progress by watching this map. You have a chance to double check your lunarium load — and you'd better take it. Running out of fuel over the Atlantic is hazardous to your health.



Takeoffs can be one of the trickiest aspects of the game. You might want to spend one game just practicing. But once you get the hang of it, rocket pack flying is a snap.



Oops. Even great flyers have bad days. You have three chances to take off. Read the text screen carefully. It does help to continue running a few steps after the take-off signal sounds.



The first opportunity to save the Barnstorffs is from a dirigible on the Atlantic. You'll be fired on, but you'll move closer once the blimp has crossed to the right. Just stay aloft.

HINT

As time passes, your agents will gradually be discovered by the enemy and killed. Even if you're down to a single agent, you won't have much luck blindly flying to countries searching for bases or rocket parts. You'll just be wasting time and lunarium.



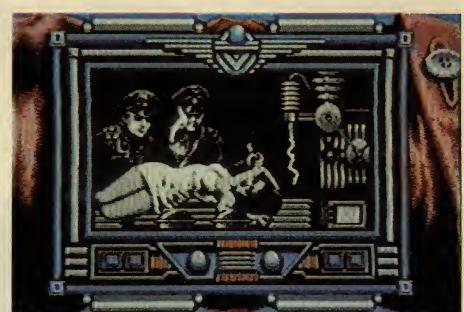
Once you move closer to the dirigible, you'll see why this isn't the best time to save the Barnstorffs. The Germans will fire at you, but one false shot on your part will cause the blimp to explode.



Do destroy any German strategic sites you can. You'll be surprised how much you can damage the Nazis's efficiency. You'll have to shoot down three planes — stay near the top of the screen.



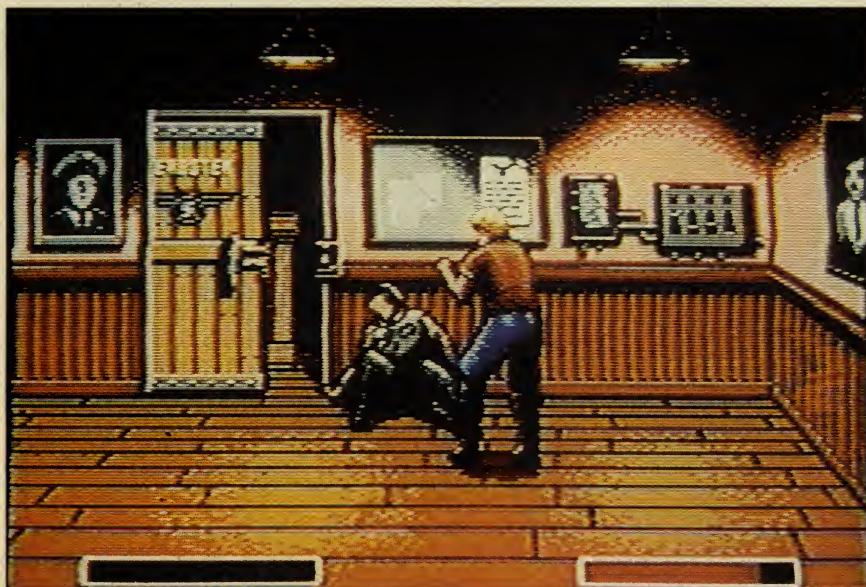
Even if you do blow up the dirigible, don't despair. Possibly knowing that you're not the world's best shot, the Barnstorffs will probably parachute out just in time and find a handy Nazi submarine.



Jane will be taken to Germany, and your agents will tell you she's about to become a Nazi brain zombie. But don't panic. Even if you do destroy the German site, you'll find the experiment was on another girl.

HINT

You will probably have to go to both the jungle and desert bases to get the 500 units of lunarium you need. As soon as you find one of the bases, you should have an agent organize a resistance movement. They'll smuggle lunarium out of the country to you. But sometimes even that isn't enough. You can return to the jungle base, though the guns there are even stronger and harder to defeat with every trip.



Even when you find a rocket part, you'll have to beat a Nazi in a fistfight before the warehouse door will open. Each guard will be a little more difficult, but keep using that right uppercut.



Naturally, it's nice to have enough lunarium to be able to travel anywhere. If your supply is running low, however, you can take just enough to get to the necessary places, and send an SOS to get home.



Make sure you double check the amount of lunarium you load into your rocket pack. There's no going back once you've taken off — and no holding off the Nazis if you die.



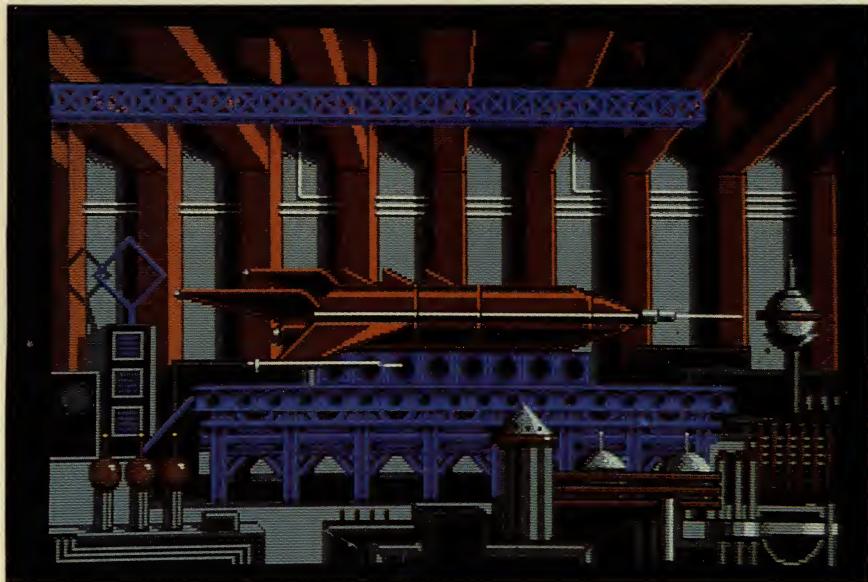
The windows in the jungle base will open at random, and each will fire three shots — first to the left, then the middle, then the right. Avoid the shots, blow out the windows, and the lunarium is yours.

HINT

Rocket Ranger is best played with a joystick, especially for the takeoffs. But the keyboard is still active, and there are times when it is preferable. On the desert base, for example, it's difficult to stay on one horizontal plane and shoot with a joystick, but easy to stay level using the keyboard. The right mix of keyboard and joystick will send you to the moon.



You need patience to win at the desert base. The red ground vehicles race towards you, firing. Remember that you're moving toward each other, and that there's no time limit for getting four direct hits.



It takes five parts to make a complete rocket. After you find each one, you can take the pieces to the rocket factory, where they will be assembled into a moon-worthy vessel.



Even after you find the rocket parts, you may need to wait until you have enough lunarium — five hundred units — to make it to the moon without fizzling out in the atmosphere.



If you lose the game — either by running out of time or dying in route to some foreign clime — the Nazis will proceed unhampered in their plans for world conquest. Once they reach Washington, WWII is over.

Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory; EGA, CGA, and Tandy 16-color graphics; joystick recommended.

688 ATTACK SUB

Run silent, run deep—but most of all, run *smart*. Use every sonar ping, towed array, guided missile, thermal layer, and contour image you've got, in this challenging submarine simulation game.

You're at the helm of a nuclear-powered Los Angeles-class attack sub (or a Soviet Alpha-class sub), and the hunt is on. Chase Libyan tankers through the Strait of Gibraltar, play cat-and-mouse with Soviet subs, or protect a convoy off the coast of France. There are ten different missions in which you play either the Soviet or U.S. captain. Play the computer or connect two computers (by modem or cable) and play another person.

In making necessary trade-offs between actual submarine operations and game play, the designers have struck an excellent balance between realism and fun. Learn your way around the sub, from weapons, sonar, and radio stations to navigation, control, and periscope systems. Then, put it all together to show off what a modern sub can do.

688 Attack Sub is straightforward enough to have players up and running in minutes. But there's enough depth of play, sophisticated equipment, and challenging scenarios to keep them happily submerged for extended tours of duty.

Electronic Arts



The sub's Conn is the main menu screen from which you can move quickly to each of seven different stations. The game pauses when you're here.



You have ten missions from which to choose, offering a very wide range of sub operations, either as a U.S. or a Soviet commander.



At the start of each mission, you must go to the radio room and complete a security code question using the manual. But the process is simple and fast.



By moving to your ship's status screen, you can receive a thorough update on the state of each system in the sub—particularly handy during heavy combat.

HINT When you're hunting or being hunted, move between thermal layers frequently. If you're trying to hide, this maneuver disrupts your enemy's sonar tracking temporarily. And if you're attempting to shadow an enemy sub, you can stay on his trail by following through each thermal change.

HINT

Get your sea legs by playing the Torpex '89 mission several times. After you have the feel of a couple of other missions, spend some time playing Sub Ops. This is a good learning mission because it goes on and on, giving you the chance to practice shadowing and chasing. Don't consider leaving Beginner mode until you're comfortable with tracking and all other system operations.



The conning tower of the Soviet Alfa sub has a different look to it, but most operations are the same — they're merely in different locations.



Early in each mission, go to your weapons room to load and arm your torpedoes and missiles. If you forget this, you may be delayed later — forever.



This is the top-down map in the Conn, showing several ships picked out by your sonar officer in the Torpex '89 training mission.



The Los Angeles sub has contour imaging which helps you when you're trying to slide around close to the ocean floor. The Soviet subs don't have this equipment.

HINT

Don't be discouraged if you have some trouble at first with the Shake 'Em mission, especially when you're in the Soviet Alfa sub that's doing the chasing. Tracking another sub is one of the trickiest operations of all. Use sonar carefully, deploy your towed array, and keep moving between thermal layers.



This is a U.S. destroyer several miles from your sub. Switch frequently between periscope view and the top-down map so you'll know with whom you're swimming.



Try to get used to setting and clearing waypoints. This is important when closing in on ships and when turning to find out who's hiding behind you.



The Soviet Alfa periscope panel is functionally similar to that on a U.S. 688, with a few differences.



One of your most important sensing devices is the long *towed array* which you deploy from your sub. Don't lose it by moving too fast.

HINT

One special feature of 688 *Attack Sub* is that you can play against another person who owns the game either by telephone (using two Hayes-compatible modems at 1200 baud) or by linking two computers with a null modem cable. Six of the ten missions can be played this way. The instructions for setting up modem play are relatively simple.



Your 688 sub is providing convoy support off the coast of France when suddenly sonar detects a missile launch — possibly from a nearby unidentified sub.



Two of your torpedoes have just hit a Libyan oil tanker. But this is no time to sit around enjoying the view. There are three Soviet subs nearby.



You've been ordered to find and sink a total of four Libyan tankers in the Strait of Gibraltar. Use your top-down display's zoom feature to get a closer map reading.



Enemy subs will often stay underneath or near other ships to make themselves more difficult to find by sonar. Learn to spot them as they wink in and out of view.

HINT

688 Attack Sub has been designed to avoid the excessively long periods of waiting time that are a part of real submarine operations. You can speed things up even more by using time compression. Use it sparingly, however, or you'll find yourself pulled into awkward — or deadly — situations before you can react.



A visible, easily tracked sub is not a happy sub — at least not for long. Learn to dive and surface quickly, smoothly, and repeatedly to keep the enemy off guard.



There are times when too much firepower can be a dangerous thing. Missiles are fast and effective, but not when you're right on top of a target.



Soviet Alfa sensing equipment is not as sophisticated as the U.S. 688 equipment. Use the deeper waters (darker colors) to hide from your enemies.



This Alfa sub sat around too long after launching torpedoes. Now, with its signal analyzer damaged, it will be difficult to tell who's who.

Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory; VGA, EGA, CGA, Tandy 16-color, or Hercules graphics; supports Ad Lib sound board and Covox Speech Thing; mouse and hard drive optional, but recommended.

THE TWILIGHT ZONE

Submitted for your approval is a computer game based on one of the finest science fiction shows ever on television. *The Twilight Zone* combines the surprise endings that made the TV episodes so exciting with a kind of scavenger hunt of objects to find and places to visit.

You awake one day in a military state in no particular time or country. Exploring your neighborhood, you find that what seems real — the train station, the toy store — actually are hiding a bizarre dream world in which you are battling the Grim Reaper one minute and driving a Formula One race car the next.

Loosely combining portions of *Twilight Zone* episodes with Richard Connell's classic short story "The Most Dangerous Game," this computer game is actually a collection of short scenarios. Getting through each scenario is less of a trial than getting to them. Proceed in a basically clockwise direction from your home, or you'll be hopelessly lost. And don't forget to pick up any item that might prove useful. You never know when a loose brick will come in handy. Now — quick — get started. What's that signpost up ahead?

First Row Software



Save your game whenever danger may be lurking around the corner, or use the "undo" option if you've already been killed. You can avoid nasty situations by typing "wait" before blundering around.



EGA screens shown

The game starts in your bedroom. You'd better check around for items you might need — like money. And you'd better get dressed. Unless you want to explore the town in your pajamas.

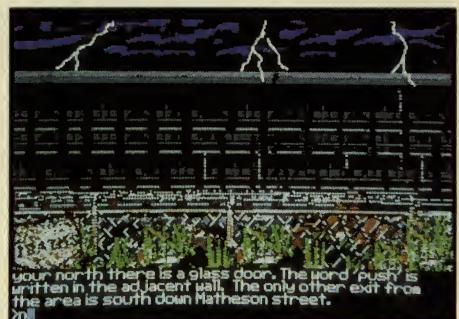
HINT

The objects you need in *The Twilight Zone* don't have any relationship to each other, which makes it difficult to decide what to pick up and what to throw away. Try fitting two unrelated objects together, such as the business card into the pendant. Remember that you'll find something that will fill any slot or compartment you discover.



You find yourself standing in front of a stop sign at an intersection of these two streets. There is a vandalized street sign on one corner, right behind the stop sign. The streets branch to the north, south and

The neighborhood isn't that big, but you might forget where you've been unless you try to map your progress. You can explore as long as you want if you don't enter any buildings.



If you head north from your home, you'll end up at your first stop — the rail station. The train's ready to leave, but you'd better have a ticket if you want to board.

HINT

You'll find a lot more than you can carry, so be selective. Mark on your map the items you run across, but unless you *know* you'll need a tricycle, for example, don't cart it along. You won't be able to pick up important items if your hands are already full.



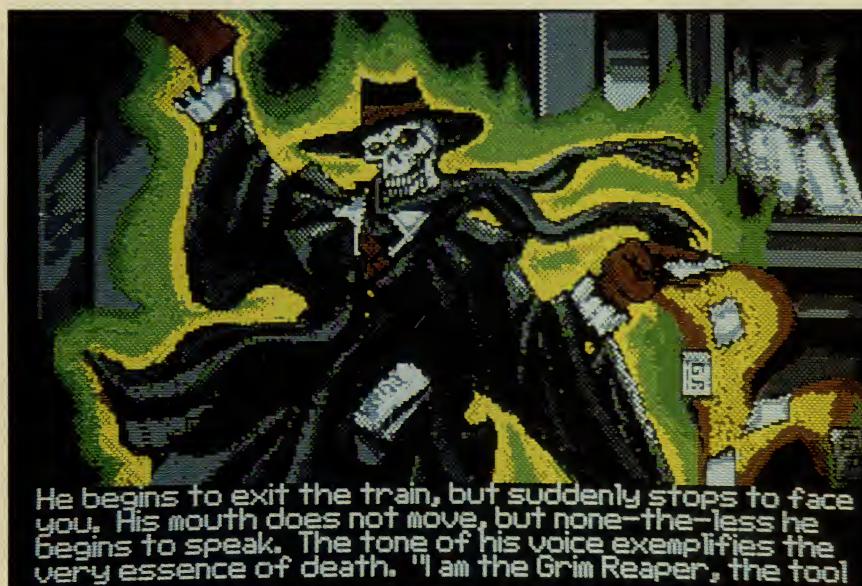
find that you are standing in a quaint little train compartment. Both sides are lined with two rows of chairs, and each chair has its own light and vent control. The car is empty with the exception of two people.

Once on the train you can catch your breath and study your fellow passengers. By typing "get all" you can collect anything they are carrying. The newspaper's not much help, but save the pendant and business card.



there is a sign hanging from the inside of the door that reads 'Closed'. The only exit from the area is to the west, down Denton Ave. Throw brick at window!

When you enter Duvall's Toy Store, you'll be transported to Southeast Asia. But you won't make it to the jungle unless you can get into the store. Don't look for a key. Just break in.



He begins to exit the train, but suddenly stops to face you. His mouth does not move, but none-the-less he begins to speak. The tone of his voice exemplifies the very essence of death. "I am the Grim Reaper, the tool

Your first opponent will be the Grim Reaper himself. You possess something that will ward him off. But you'd better try to save the little boy as well.

HINT

On your way to the pedestal, go through the doors listed first in the description. Exit through the second doors. The riddles on the doors are not too difficult to solve, so don't be fooled. The same answer can solve two different riddles.



into useless pieces of wood.
get wood
You are now carrying it.
make cross

You should find everything you need to bury the soldier in the surrounding huts. But just pick up one item appropriate to each task. In other words, you don't need a hoe *and* a shovel to dig a grave.



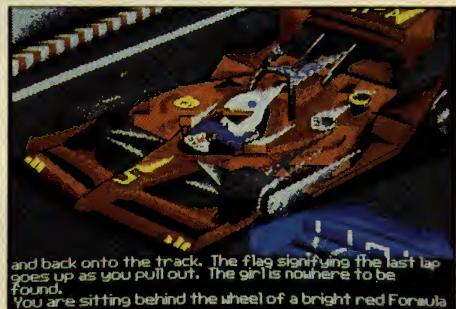
You are standing outside a huge burning barn, formerly used to store hay. The heat from the fire seems to be getting very intense. You don't know how much more you can take. The entrance way is to the north, but flames

Be prepared for the worst when you enter the burning barn. You won't find a fire extinguisher or an extra ladder, but make sure you have escape equipment in your inventory.



Lying next to her is her rag doll.
In this area there is:
a little girl
tie rope to girl

The little girl is too frightened by the fire to take orders, so just tie a rope to her and lower her to the ground. And don't risk your life to save her doll. It's already beyond repair.



and back onto the track. The flag signifying the last lap goes up as you pull out. The girl is nowhere to be found.
You are sitting behind the wheel of a bright red Formula

You'll end up in a twisted mass of metal unless you keep your wits about you when you're driving the race car. Remember the shape of a race track. You'll be going in a counterclockwise direction.

HINT

You won't need many of the items you'll find in the island mansion, though you'll want to list them for future reference. It's the weapons you'll need — not the roses — if you want to survive.



The riddle on the pedestal is no more difficult than any of the others, so you shouldn't have trouble getting the sword. Examine the weapon and you'll see that there's another slot to be filled.



When you finally make your way out of Duvall's Toy Store (that place is bigger than it looks!), head west, then south. You're completing a circuit around Constant Lake.



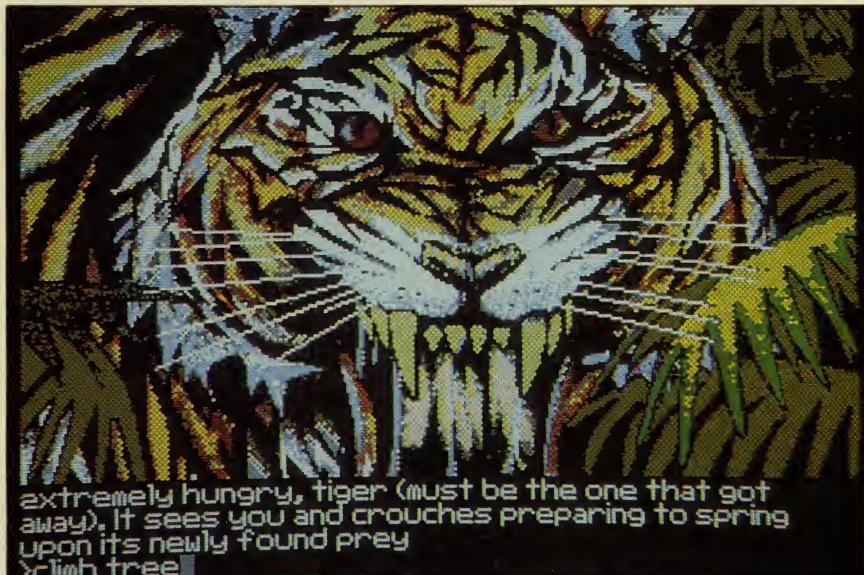
The house is located north of the beach where you land. This is an island where politeness does count — at least at first. Mind your manners, but remember that it's a dog-eat-dog world.



Restoring the sword to the king will cheer him up considerably. He'll offer you a reward. Don't be polite and decline it — you deserve the gemstone.

HINT

You can get through the hall of mirrors by trial and error, but here's the combination of buttons to push. Two-Four-Three-One-Three. Then proceed south.



extremely hungry, tiger (must be the one that got away). It sees you and crouches preparing to spring upon its newly found prey
climb tree

Keep your wits about you when the tiger threatens. When in doubt, check your inventory. You still have rope, so climb a tree and practice your Tarzan impression.



As you climb into the boat it sways slightly under the sudden change of weight and then returns to its normal bobbing motion.
start boat

Once you make it to the boat, you're home free. On the island, that is. Start the boat up and head back to the old neighborhood. You've still got another area to explore.



door. The only exit, other than entering the building, is to your north down a pathway, through the grounds and out of the museum.
reflect laser



As you step through the doorway it closes and slowly vanishes. You find you are standing right in the center of a huge stadium filled with odd looking people (they look sorta like humans). You are in some kind of bubble

The ending of *The Twilight Zone* is lifted from one of the old episodes of the show. You may have made it this far, but is there any escape from the zone?

Hardware Requirements: IBM, Tandy, and compatibles; 128K minimum memory; VGA, EGA, CGA, Tandy 16-color, or Hercules graphics.

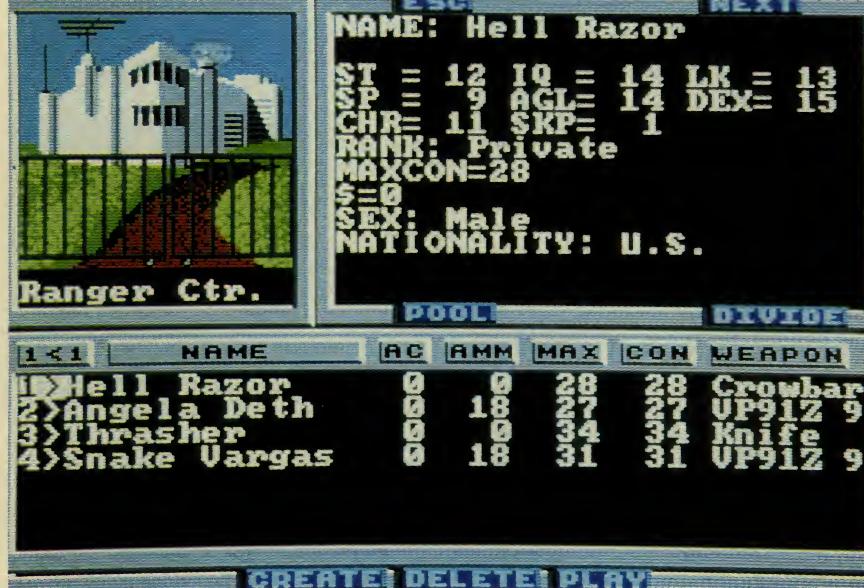
WASTELAND

There wasn't much left after the smoke cleared from the nuclear war of 1998. Most of the U.S. was turned into a scorched wilderness, inhabited by mutated lifeforms and scavengers. One group of survivors, the Desert Rangers, dedicated themselves to rebuilding civilization.

In *Wasteland*, you control a band of Rangers whose mission is to see what's "out there," beyond their part of the desert. Each member is trained in certain special skills, and each has attributes which will come in handy during the adventure. One interesting wrinkle in the game is the fact that each skill requires a certain IQ, and the more advanced the ability, the more study and experience needed to master it. It's great to travel with expert knife-fighters or machine-gunners, but try finding a skilled metallurgist when you need one!

The role-playing system in *Wasteland* is derived from the one used in the popular *Bard's Tale* series and it functions well in this new context. There is plenty of action, of course, and the adventures themselves are imaginative, sometimes even poignant. Graphics range from adequate (the clunky big-scale overview) to superb (the close up animations of slavering mutants). *Wasteland* offers solid, entertainment in a well-designed package.

Electronic Arts



EGA screens shown

All games begin at the Ranger Center. You can create your own party if you like, but the computer-generated quartet is well-balanced and playable.

HINT

Combat can erupt anywhere, anytime, without warning. When anyone in your party gets down to three or four rounds of ammo, go into the "encounter" mode and select the "reload" option. Do the same thing if anyone has a jammed weapon. This way, you'll always be able to count on maximum firepower from all members of the band.



Each character has special skills that can be developed. Make sure at least one is a trained medic (two is even better).



Maneuver your party on the big-scale map. When you enter a new location, both time and distance will zoom in for close-up action.



One of your first destinations is the farming settlement of Highpool. You may have an encounter there with a boy and his dog — beware of both.

HINT

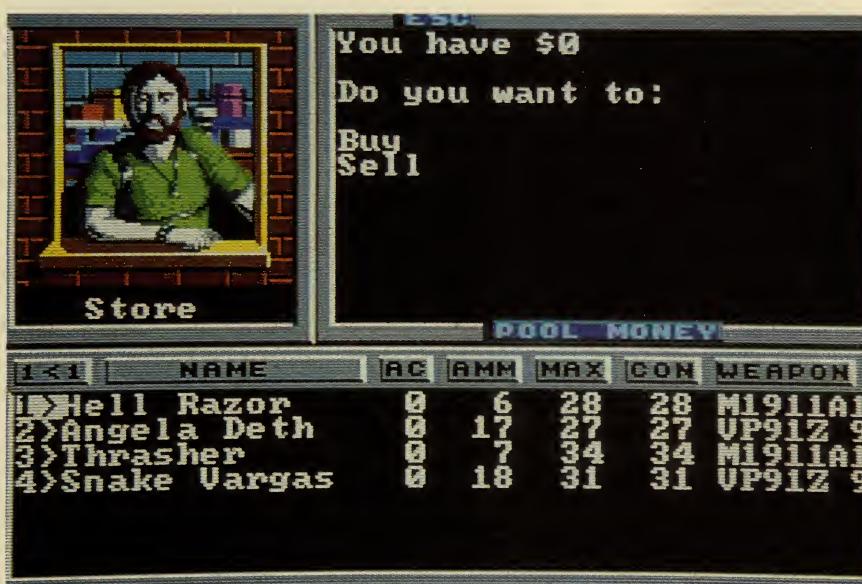
You can carry up to 30 items. Don't throw away things that seem useless — they may be components of larger, more powerful items. Once you pick up an item, you must keep it or drop it. Drop it and it vanishes forever. If you're already carrying the maximum, however, you may elect to leave an item where it is — you can always come back for it later.



Once you're inside a building, examine every wall, room, and item of furniture. Random information can be found anywhere and is usually important, at that time or later.



Combat options are fairly sophisticated. Sometimes it is better to run or evade rather than fight. Not as much fun, maybe, but smarter in the long run.



Some settlements have stores where you can sell duplicate items or purchase needed ones. The "pool cash" option lets you distribute funds evenly among all members of the party.



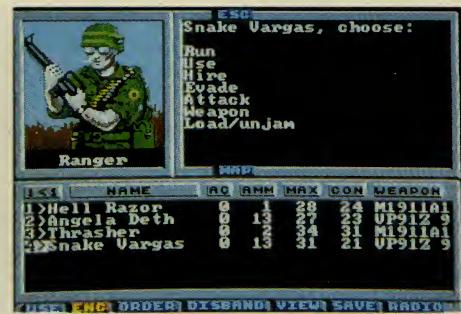
Some settlements have hospital facilities where serious wounds can be treated. Treatment, however, may be costly. For this and other reasons, you can never have too much money in your party.

HINT

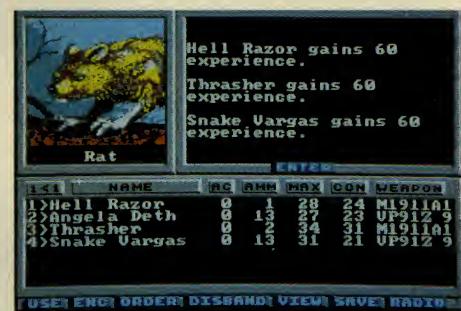
You start the game as a private. Each promotion raises you one rank, increases your "maxcon" by two points, and gives you two skill points to invest as you desire. High rank does not affect how the team works (all party members are considered equals in status), but it can be useful for impressing civilians and getting you into restricted places.



This river looks peaceful, but if your party goes wading, you'll discover that it has dangerous currents. Best to stay on the banks.



Always remember to load or unjam your weapons after a big fight. Reloading takes one combat turn, during which the reloading character is helpless.



Each successful battle wins experience points for your characters. These, in turn, lead to promotion and a much greater chance of survival.



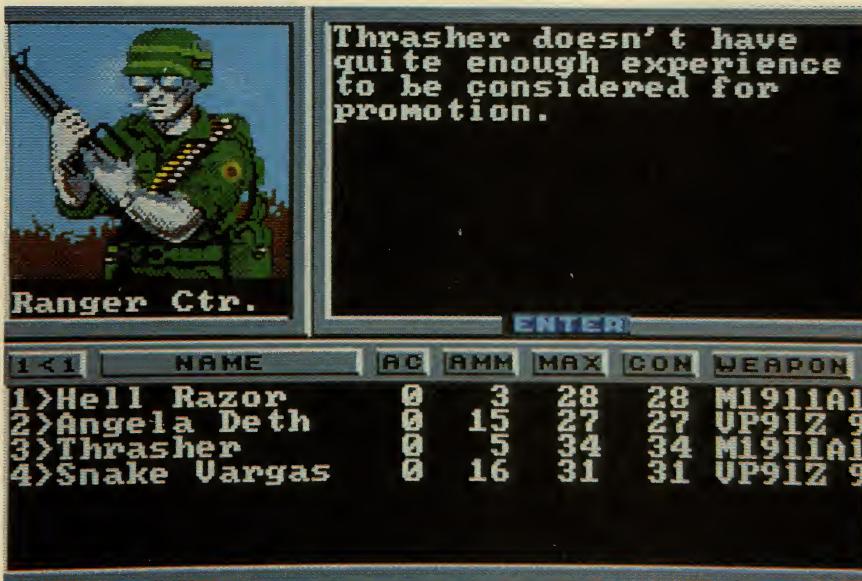
Farmers in the Agricultural Center need help against some bizarre varmints. Aid them and they will repay your kindness handsomely.

HINT

You may recruit allies — some of those you meet will have valuable skills. These NPCs (non-player characters) can be recruited into your party via the "encounter" mode. Be warned, however, that NPCs are not robots and may not always do as they are told. If an NPC becomes truly obnoxious, you can drop him, but you may regret it later.



Watch the numbers under "Max" and "Con" — these tell you the maximum points each character needs for full health and strength, and the actual points he or she has at that moment. Time restores health after minor injuries.



After each battle, turn on your radio to learn if anyone has been promoted. It costs nothing to use the radio. It's not likely that anyone will be promoted until after the party has survived at least ten combat encounters.



There are treasures — money, weapons, or other useful items — scattered throughout the Wasteland. You may have to fight or use special skills to get the goods, however.



When you use a skill (in this case, lock-picking so you can get to the treasure behind the gate), you can only activate it in one direction at a time. Be systematic, especially with the skill of perception.

HINT

Lightly wounded characters recuperate over time — you can just march them in a circle, if you like, until they heal — but seriously wounded characters will only get worse unless they get medical help either from a party member or at an infirmary. If it becomes hopeless, you can bury a dead character using the "disband" command.



rescued their major food supply.

Big Beans.

Wheat. A lot of it.

USE| END| ORDER| DISBAND| VIEW| SAVE| PRINT

Once you've rid the vegetable garden of its dangerous inhabitants, search for the old man who tends the garden. He has valuable information that you won't want to miss.

A screenshot from the game showing a character in an agricultural store. On the left, there's a portrait of an old man. On the right, a menu overlay lists 9 items of fruit, each costing \$12. The menu includes options for "MORE" and "POOL MONEY". Below the menu is a table showing the stats of four characters: Hell Razor, Angela Deth, Thrasher, and Snake Vargas. The table includes columns for NAME, AC, RMM, MAX, CON, and WEAPON.

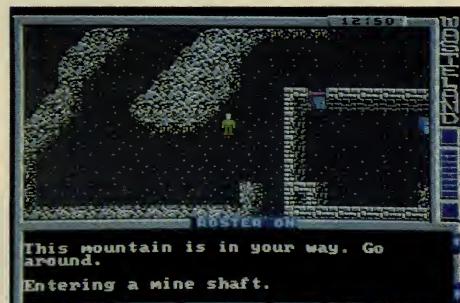
NAME	AC	RMM	MAX	CON	WEAPON
Hell Razor	0	0	28	14	M1911A1
Angela Deth	0	17	27	1	UP912 9
Thrasher	0	1	34	24	M1911A1
Snake Vargas	0	10	31	22	UP912 9

USE| END| ORDER| DISBAND| VIEW| SAVE| PRINT

One treasure icon yields a truckload of ... fruit? This may seem like useless weight, but in fact you can trade it at the local store at a very good rate of exchange.



Of course, if you've neglected to kill off all the local pests (rats, giant bunnies, and the like), you may find the store closed and your party stuck with several cases of useless fruit.



Underground locations are good sources of loot, but are very dangerous. Do not enter unless you're equipped with grenades, automatic weapons, or a lot of Maxcon points.

Hardware Requirements: IBM, Tandy and compatibles; 256K minimum memory; EGA, CGA, or Tandy 16-color graphics; hard disc recommended; mouse optional.

WIZARDRY V: HEART OF THE MAELSTROM

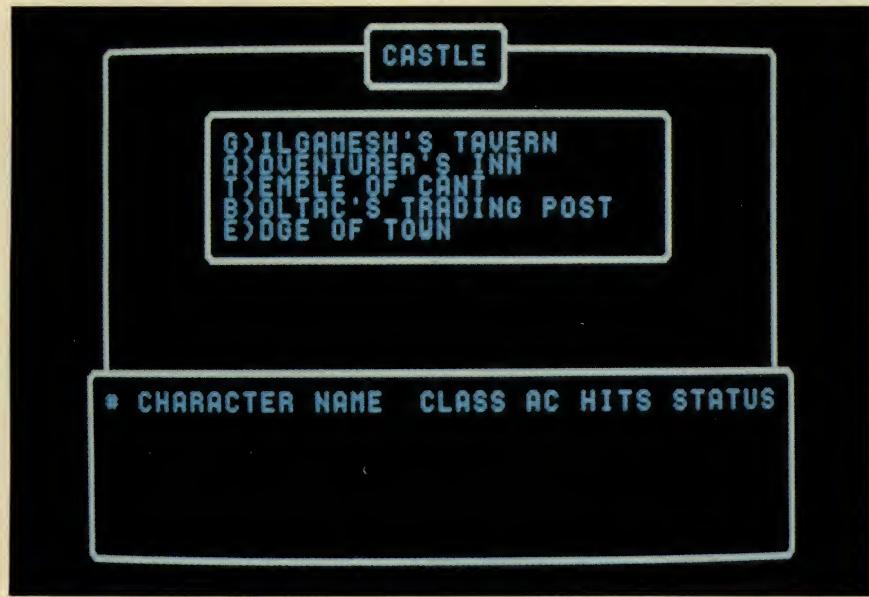
The *Wizardry* series has been a great success, and *Heart of the Maelstrom* continues that tradition. If you like fantasy role-playing, and enjoy a game that is fairly easy but lasts a long, long time, check this one out. Even newcomers to the series will have no difficulty starting with this fifth game.

As in all *Wizardrys*, you form a party of six to fulfill a quest. The Gatekeeper, who maintains the balance between the real world and the planes of magic, has been captured by the evil Sorn. In turn, Sorn has created a vortex that threatens the order of the universe, imprisoning the Gatekeeper inside. You must free the Gatekeeper and destroy Sorn.

There are, of course, hazards. Bats, ice phantoms, lizards, bandits, snakes, and slimes are among the unsavory population of the dungeon you search — and they're all part of just the first level. On the second level, the animals get nastier, the people get meaner, and survival becomes tougher.

But as they find treasure, your party becomes more advanced. Mere wimps when they begin, they'll become warriors, priests, mages, and lords by the time they reach the lower depths. And if they complete the quest, they'll be legends (and ready for *Wizardry VI*).

Sir-Tech

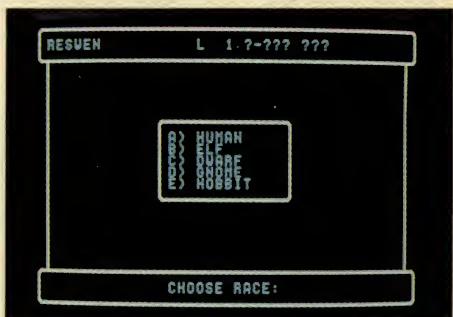


EGA screens shown

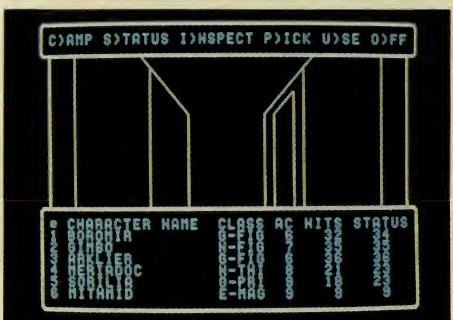
When *Heart of the Maelstrom* begins, type "E" to get to the edge of town and on to the training grounds. You'll rest in the Adventurer's Inn and form your party in Gilgamesh's Inn.

HINT

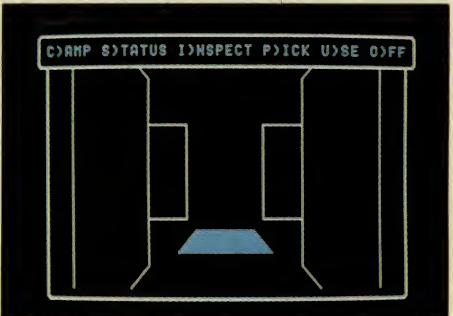
As you progress through the levels of the dungeon, you will see great improvement in the party. After dozens of playing sessions, you won't want any of the characters killed off. But because you can save only one position on the scenario disks, you should frequently copy the scenario disks themselves. With an advanced party, you should save every time you re-enter the castle. That way, if you re-save in a position you don't really want, you can get the old party back.



You'll choose from five races. Type "A" and make this character, Reswen, human. Each race has unique traits: dwarves and humans make the best fighters; elves, the best mages; and hobbits, ideal thieves.



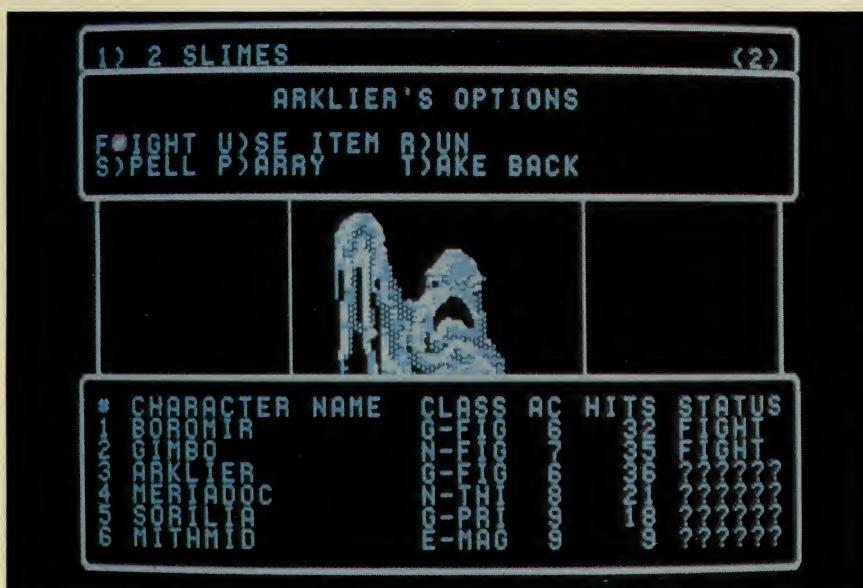
This character, Lanalia, is an elf. Her IQ and piety ratings are high enough to let her be a mage, a priest, or a bishop. To create a well-rounded party, it might be best to let her become a priest.



A strange square appears in the middle of the floor ahead. No one in the party knows what will happen if they step on it. Press "Q" to save the game before doing anything dangerous. Then enjoy the unknown.

HINT

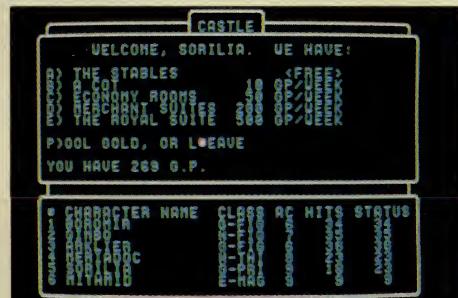
For your first several playing sessions, the best defense is a good offense. Spend money on a good weapon for your fighters, and equip them with reasonable armor. Reversing these priorities will come later. Instead of buying armor, buy DIOS potions. Armor will decrease the hits, but DIOS will get rid of them.



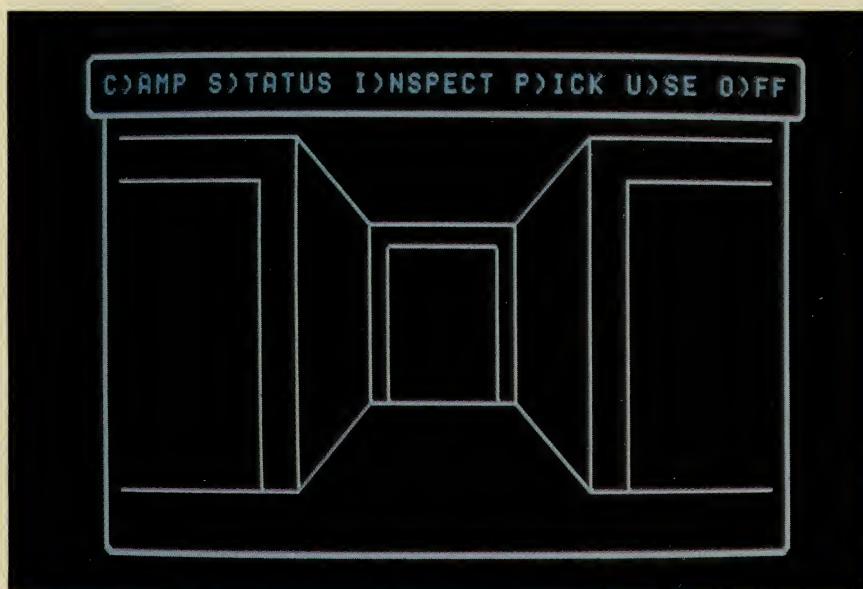
You've encountered two slimes. Arklier's options are to fight, parry, use an item, or run. Because slimes are not too dangerous, stay and fight. Don't rule out flight in other situations, though.



Fighters aren't enough against an Ice Phantom. Sorilia will choose to cast a spell. Searching through her memory, she recalls BADIOS, which sends a magical bolt of energy against the opponents.



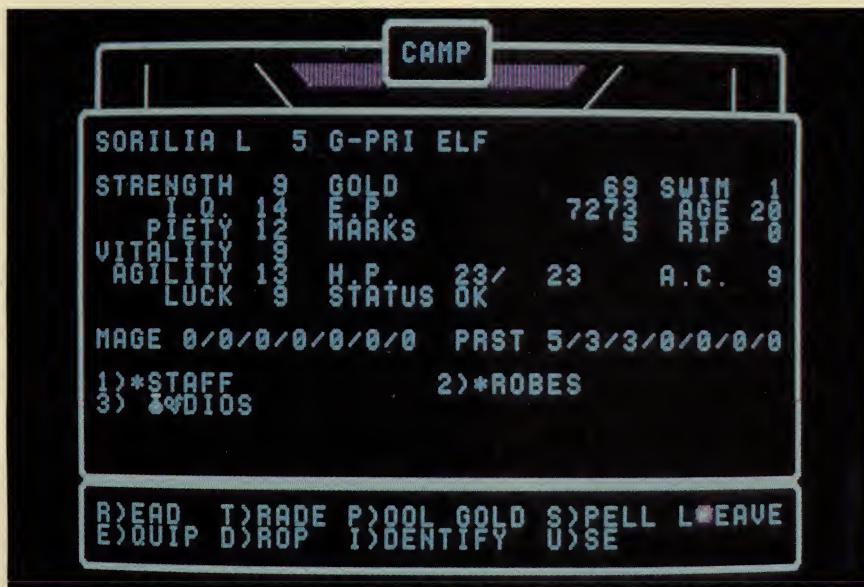
Back in the castle, the party visits the Adventurer's Inn. Sorilia, who has lost five hit points, enters the economy room for R&R. With experience points, she will increase a level and acquire more spells.



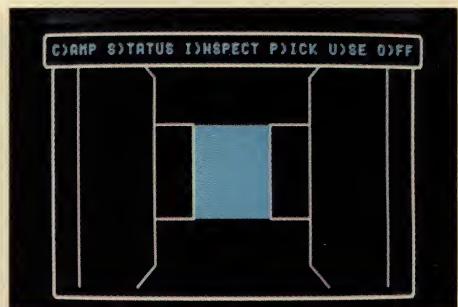
Straight ahead, three doors beckon. Behind some lurk monsters. Maybe the door you want conceals all the treasure of which your party could ever dream. There's only one way to find out.

HINT

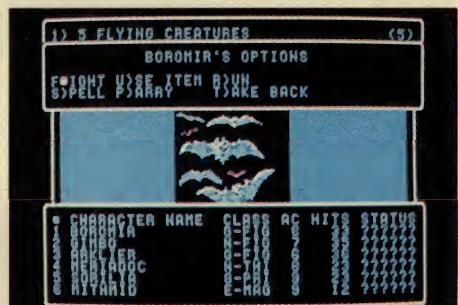
Map the dungeon! Get some graph paper, and map every single square you find. Getting lost is extremely easy, and on the lower levels getting lost almost certainly means dying. And remember to search for hidden items and secret doors. This slows down the game, but many treasures can't be found without searching.



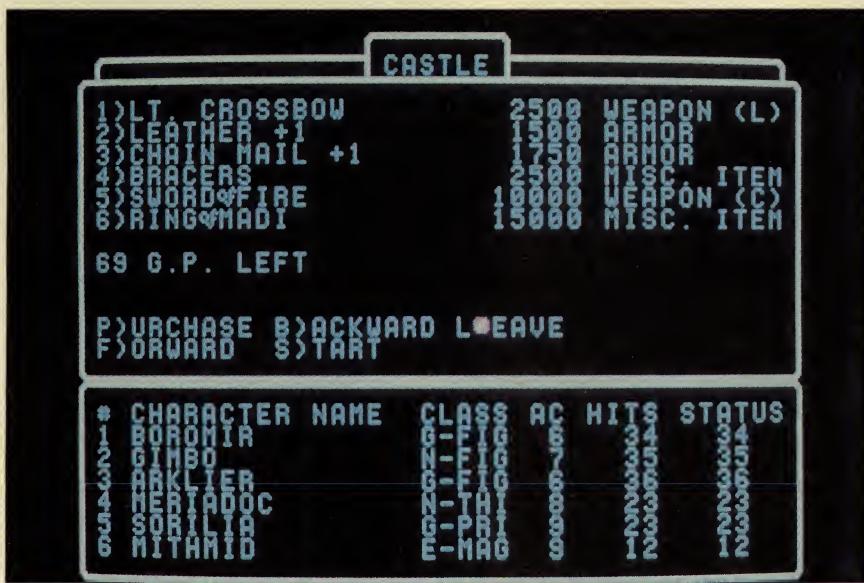
In camp, Sorilia checks things out. On the PRST line, she shows five first-level, three second-level, and three third-level spells remaining. She is also carrying some DIOS potions for healing.



An undefined blue space appears dead ahead. What lies beyond it is anyone's guess. Do you have the nerve to send your party into it? Can you fulfill the quest if you don't? Remember to save the game first.



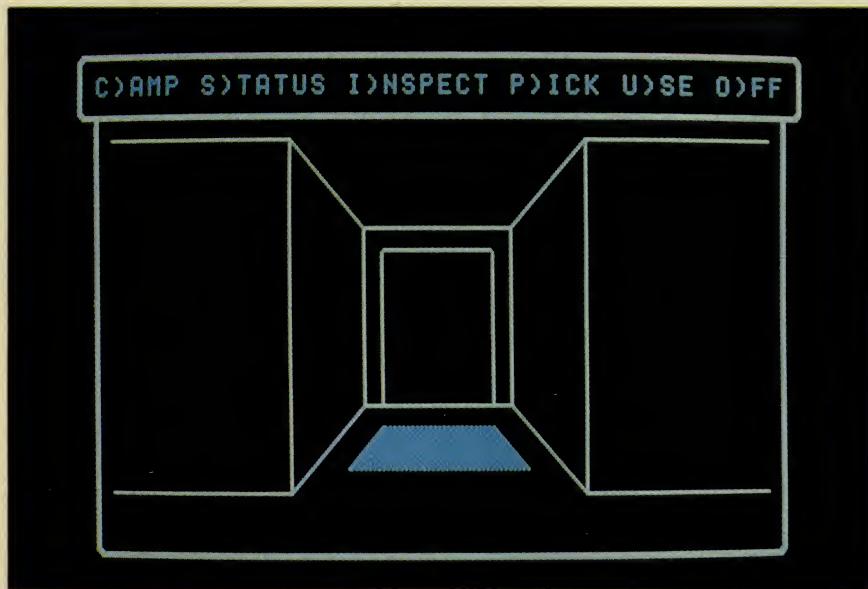
Inside the blue zone, the party is attacked by five unidentified flying creatures. Boromir will elect to fight, and the hobbit can hide and ambush, but should the mage waste a spell?



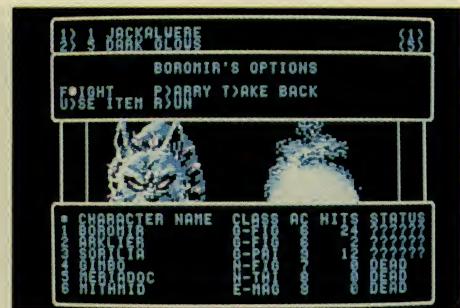
Inside a trading post, Arkler looks at the items to buy. With little gold, the Sword of Fire is beyond his means. Even with gold, he might prefer to split the gold among the party rather than buy the sword.

HINT

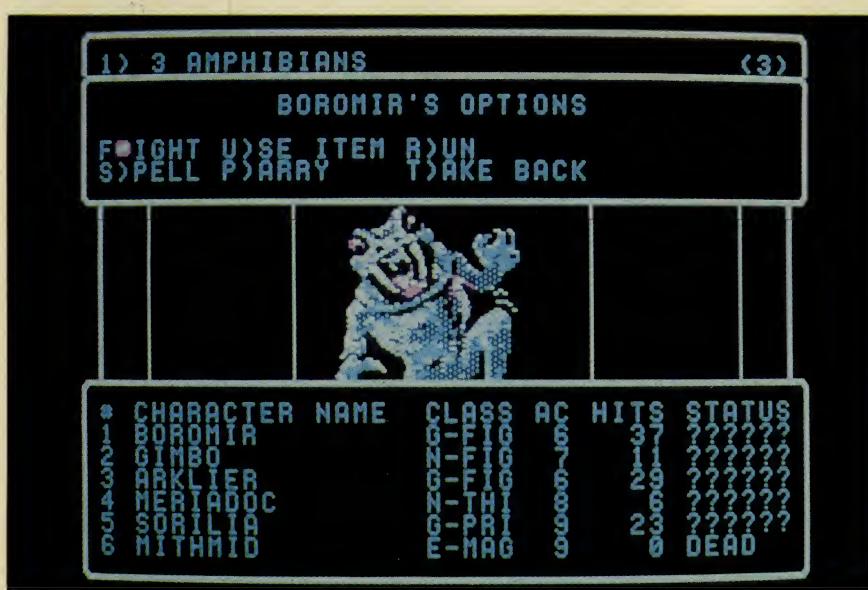
Put a thief in the party, and keep him alive at all costs. A fifth-level thief is arguably more valuable than a sixth-level fighter, and higher-level thieves are as valuable as anybody. Use their ambush capability carefully because they can get easily hurt. If they get injured, heal them immediately.



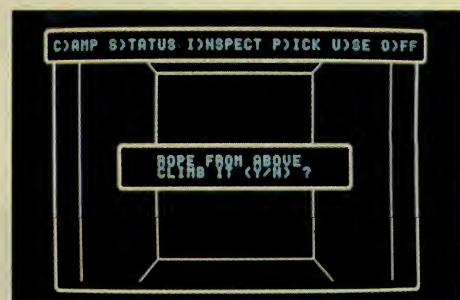
A sign says, "Motor Room." Are you brave enough to step on the blue square? Once you do, a message says something about a conveyor belt. Do you kick the door in, or find another way to where you want to go?



Things are grim. One shaft, several pits, and four difficult encounters later, three of the party are dead, and a jackalwere and four dark glows stand ready to fight the rest.



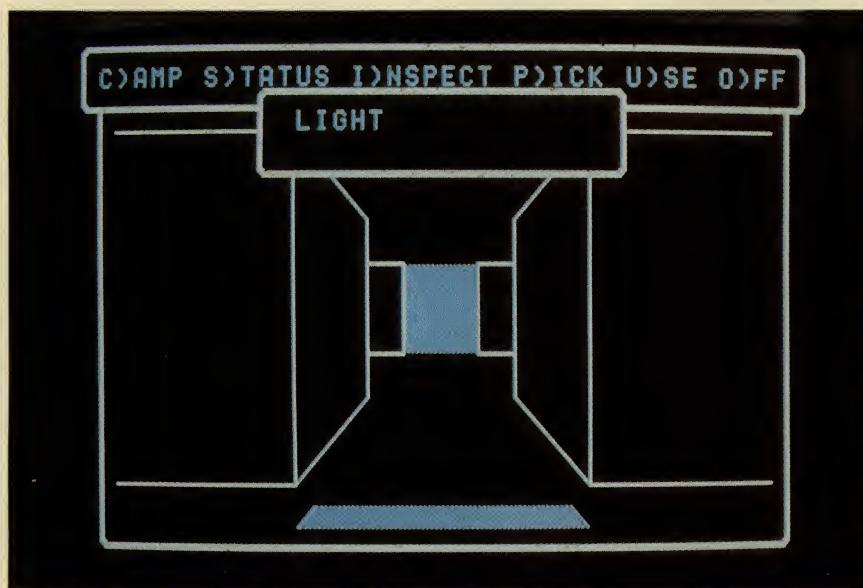
Three amphibians face the adventurers. How difficult, you wonder, can it be to kill some frogs. Plenty, as you soon find out. The amphibs aren't dangerous, but they can knock an injured Meriadoc out of the party.



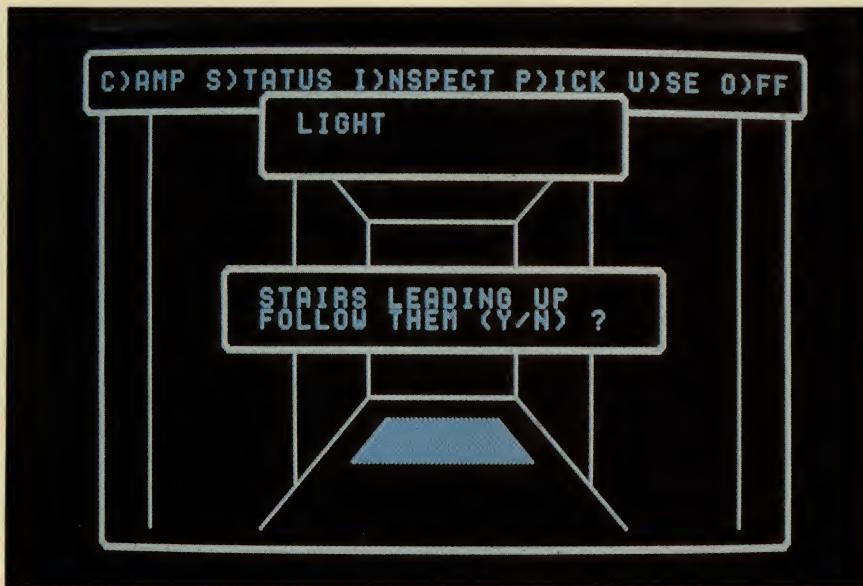
Desperate and exhausted, the party has found a rope leading upwards. In this game, upwards *always* means a safer place to be. All they can do now is recruit new members and head back down to the maze.

HINT

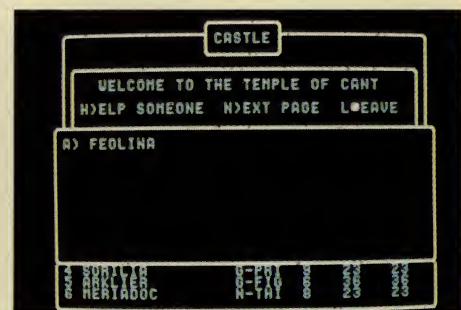
One way of handling the problem of choosing races and character classes is to have two parties going through the dungeon at the same time. Assemble a party consisting of one set of characters, play them long enough to get them up to second level, then take down a second party, with completely different characters, until they reach third level. Then it's back to the first party, and so on. This way, you won't find yourself having to train from scratch a certain kind of character later in the game.



Sorilia has cast a Lomilwa spell, and the magical light makes more of the dungeon visible. With the spell working, traveling the dungeon is far less dangerous.



At last! The stairs leading back to the castle. This way to rest, healing, and the spending of the gold.



In the Temple of Cant, the party pays to have Feolina, their friend who was killed on an earlier expedition, returned to life. They've decided that their money could not be better spent.



As you descend deeper into the Maelstrom, your party will meet increasingly strange creatures. Just as your dangerous encounters will be harder, favorable encounters will be more helpful.

Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; VGA, EGA, or CGA graphics.

ABRAMS BATTLE TANK



At the supply depot, you choose the right mix of ammo for each mission. You'll soon learn the different capabilities of each type of round.

Don't be tempted to try high-speed joy riding over the German countryside. It's exhilarating, but it's also distracting and makes it easy for the enemy to bushwhack your tank.



When on defensive mission, try to reach protective ground so that you can assume a "hull-down" position and engage enemy targets while minimizing your own exposure.



The balloon has finally gone up! A tidal wave of Soviet armor is sweeping over West Germany.

You're outnumbered on all sides, but you command the mightiest tank in NATO's arsenal: the sixty-three ton M1A1 Abrams, armed with a ballistic computer, thermal-imaging night sights, Chobham armor, a 1500 horsepower gas turbine engine, and a 120-mm cannon.

As the commander of an Abrams, you can tackle eight mission scenarios (offensive and defensive; day/night option available) or fight an entire WWIII campaign. You can also select from four points of view for maximum control during a battle. Various screens and maps show the terrain, the relative heading and bearing of your vehicle, and the cumulative damage you have taken from hits. Tank motion and maneuverability are extremely realistic (Drive up a steep hill and watch what happens!) and the three dimensional landscape effects — although quite stylized -- are well integrated into the game.

Abrams Battle Tank has plenty of high-voltage, arcade action, but it is also a detailed and realistic program that requires solid tactical thinking. This is not an easy simulation to master, since you have to perform alone the functions that four men take care of in a real Abrams, but the simulation is convincing enough to be worth the trouble.

Electronic Arts

Hardware Requirements: IBM, Tandy, and most compatibles; 512K minimum memory; EGA or CGA graphics; keyboard recommended.



Remember that the "bearing" is the direction the turret is pointing and the "heading" is the direction the front of the vehicle is pointing. Press "A" to align the turret with the chassis.



You can select day or night missions. Use thermal imaging sights for nocturnal engagements, but expect added confusion, uncertainty and danger.



Before you fire, be absolutely sure that the vehicle in your sights is an enemy tank. At 2000 meters, it's not always easy to tell. High command frowns on commanders who shoot up friendly vehicles.

HINT

You'll soon learn to match ammo-mix to mission. HEAT or AX rounds, for example, are useful for engaging missiles and enemy helicopters, respectively. Sabot rounds are deadliest against enemy armor. To regulate fuel consumption, the Abrams' engine normally runs with a governor engaged, but if high speeds are required for a certain mission, you can disengage the governor. The trade-off, of course, is that you rapidly run out of gas and must eventually return to the depot — unless you want to become a sitting duck.

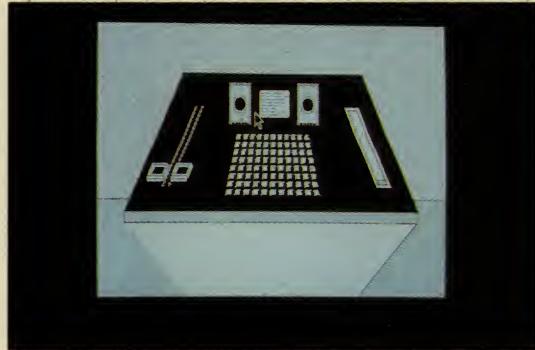
THE COLONY



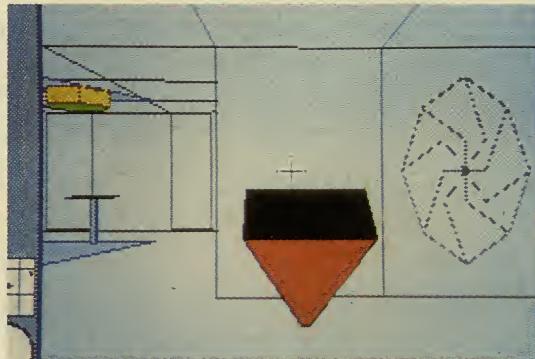
EGA screens shown

Explore the ship if you like — that will help you get used to the 3-D animation — but there's nothing you can do inside except don your armored space suit. Plus, several rooms are radioactive.

When you regain consciousness in the control room, go to the console and turn on the lights. Don't disturb the controls on the right, or it will be a very short game.



Be careful when exiting the ship. Failure to observe correct air lock procedures will result in death by decompression — a messy way to go.



A n uncharted black hole is pulling your ship towards oblivion. And you, the Regional Marshal, already have your hands full. The space colony on Delta-5-5 has been overrun by unknown aliens, and you're the only one close enough to investigate. But now you're going to crash!

The Colony begins when you regain consciousness on your damaged ship. With barely enough power to sustain life-support and weapons systems, you must venture onto the hostile surface of Delta-5-5, locate the entrance to the colony, and get inside without being terminated.

Once inside, the fun really begins. You must rescue the survivors (if any), unravel the mystery of what sort of research was being conducted here, repair and refuel your ship, and then — in your spare time — destroy the alien invaders.

The Colony is the first of its genre to make use of the "fly-by" environmental simulator, which gives an uncanny illusion of walking down corridors and into rooms. Its puzzles are challenging to the point of sadism, so be warned: This is not a quick, easy game. It is, however, one of the freshest "alien menace" simulations on the market.

Mindscape

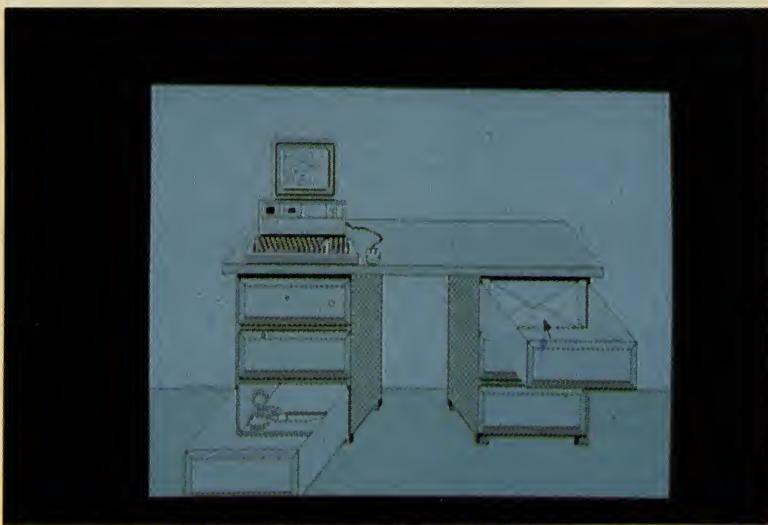
Hardware Requirements: IBM, Tandy, and compatibles; 640K minimum memory; EGA, MCGA, CGA, or Hercules graphics required; joystick optional; mouse recommended.



Once outside on the planet's surface, ignore the aliens and head straight for the entrance to the colony. Keep the moon on your left and watch out for a tall rectangular shape.



Inside the colony you'll find triangular energy nodes on the floor. Roll over them to gain extra power, but be cautious. They can turn into baby aliens with no warning.



Examine each room on each level for clues. To open sealed envelopes, manipulate the scissors and envelope together (drag them if you have a mouse) and the computer will open the packet.

HINT

You begin play with only minimal power, so set your space suit for "light" armor and firepower only, or your sojourn on Delta-5-5 will be brief indeed. Avoid the temptation to blast aliens outside the spaceship — you don't have the power. One of the first rooms you'll search inside the colony contains a security code that is utterly useless to you at first, but will be crucial later on. On the fourth level of the colony, there are machines which you must locate and learn to operate in order to succeed.

DOUBLE DRAGON



ECA screens shown

Near the end of Mission 1, climb a ladder when these three attack you at once. Only two of them will follow you up onto a ledge. You can defeat them, then climb back down the ladder to take on the final foe.

Make it a point, especially on the bridge of Mission 3, to scroll very slowly. Enemies will often approach in pairs, but you can take them on one at a time with slow scrolling. And keep swinging that bat!



There are a lot of different defensive moves for you to choose from, but your most effective move is the elbow punch. Similarly, your most effective weapon by far is the baseball bat.



Fans of *Double Dragon* on Nintendo machines will be surprised by the computer version. While it keeps many of the scenarios as its video cousin, the game is much, much faster to complete.

The story remains the same: Jimmy and Billy grew up as street kids, learning karate to survive. When Billy's girlfriend Marian is kidnapped, he sets out to rescue her. But it's a tough journey, and members of the kidnapping gang, the Black Warriors, seem determined to stop him. They've put three bosses and a horde of terrifying villains in his path.

In five different missions, Billy must battle his way past Linda, a female gang member brandishing a whip; Abobo the mean middle boss; Williams, the master of the jump kick; and Chintai, a karate master. He'll battle with whatever weapons come to hand — knives, whips, barrels, boulders, or baseball bats. But will he be good enough to save Marian?

Since Mission 5 is fairly easy to reach, especially for arcade fans, you may want to judge your success in *Double Dragon* not simply by finishing the game, but by besting personal times or scores.

Arcadia

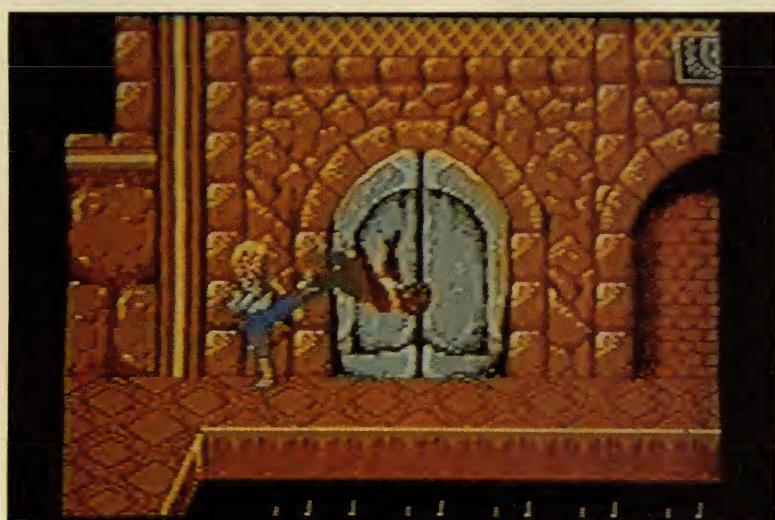
Hardware Requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA or CGA graphics; joystick recommended.



You'll have trouble getting past this trio on Mission 5. It's hard to follow Willy's line of fire, so watch where he points his gun. He'll also back kick you if you get too close to him.



Watch out for these blocks on Mission 5. They'll pop out at random and deliver potentially deadly blows. It's better to proceed very slowly rather than racing across this section.



Though two enemies will come at you at once on this narrow ledge, one of them will wait to the right. You should go back to the left so the enemy is left on the ledge, and deliver elbow punches until he drops. Elbow punch one of them at a time.

HINT

Always be aware, especially in higher missions, of what around you could be used against you. For example, near the last screen in Mission 4, you'll need to move some boulders off the screen to your left to keep the villain from using them against you. Also, when you hit someone who's carrying something, such as a boulder, make sure they don't drop it on you.

JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF



Be as accurate as you can on your second, or distance, tap on the power bar. If you go past your target, your shot will be long.

Keep your eyes on the power bar to prevent a slice or hook. But watch other players when hitting —the graphics are exquisite.



The Overhead View can help you be a smarter Skins player because it shows the relative locations of every ball that's played. Use it to compare your next shot to what your opponents must face.



Jack Nicklaus' Greatest 18 Holes of Major Championship Golf offers arguably the best graphics and skill features available in golf simulations today. From tee to green, the scenery is remarkable.

There are two skill levels to choose from on any of three courses. You can also choose to tee off from men's, women's, or professional distance. Scoring is skins or stroke play and up to four can compete. After some practice, try competing against the Golden Bear himself. The computerized Nicklaus has the same skill which enabled him to dominate golf for 30 years.

Putting is tricky, and you'll probably have a lot of room for improvement. However, exciting clutch shots — such as a 30-yard pitch into the cup to preserve par — will provide highs that should carry you through the slumps. Offending winds, cruel breaks on the putting surfaces, random pin placement, uphill and downhill lies, and hazards are some of the challenges players must face.

Any given shot presents choices: aggressive or conservative play; which club to use; where to aim your shot; how hard to hit the ball; and whether to go around hazards or over them. And you will surely enjoy the stunning graphics, although you might get impatient waiting for them to appear.

Accolade

Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory; EGA, CGA, or Hercules graphics.



WELCOME TO Jack's Greatest 18					
<u>Hole Prizes</u>					
#	Amount	Winner	#	Amount	Winner
1	\$1,000	A. Pal	10	\$2,000	
2	\$1,000	J. N.	11	\$2,000	
3	\$1,000	J. N.	12	\$2,000	
4	Passed	None	13	\$3,000	
5	\$2,000	J. N.	14	\$3,000	
6	\$1,000		15	\$3,000	
7	\$2,000		16	\$3,000	
8	\$2,000		17	\$3,000	
9	\$2,000		18	\$3,000	
 <u>Player Totals</u>					
A. Palmer \$1,000			Shooting 4 Down in 3		
Jack N. \$4,000					

Keep in mind the limitations of club selection. Your driver can only be hit from the tee, your putter can only be used on the green, and the sand wedge can only be used from the sand trap.

When putting, remember that the break indicator only tells you the direction of the break when you aim directly at the hole. Overshoot, hook, or slice and the slope of the green — and hence the break — changes.

In Skins Play, a dollar amount is assigned to each hole. The best ball for the hole takes the prize.

HINT

It's not easy, but you *can* beat the computer Jack Nicklaus. One advantage you have over him is that you can hit the ball farther than he can. It would also help you to read the tips from the Golden Bear himself. They're scattered throughout the manual.

JET FIGHTER: THE ADVENTURE



EGA screens shown

The detailed scenery includes San Francisco's Golden Gate Bridge. For thrills and as a practice drill, try scooting under it.

If you are landing on the carrier deck, and miss the arrestor cables, hit 100% thrust immediately to go around for another try.



If you are in too close to your target, forget the Sidewinder because it will overshoot. Go to your Vulcan cannon or disengage.



You can almost hear the roar of the turbines and feel your adrenalin surging before take-off. As for realism, about the only ingredient missing from *Jet Fighter: The Adventure* is the feel of G-forces pushing you through your seat.

Take your pick from among the F-14 Tomcat, the F-16 Fighting Falcon, or the F/A-18 Hornet when training and in combat. At your disposal are Sidewinder heat-seeking missiles, an M61 Vulcan cannon, advanced medium range air-to-air missiles, and two classes of low drag bombs. In other words, serious damage is a probability.

It is a game of equal parts strategy and tactics. Just as it takes a while to become a chess master, expect it to take quite some time to become a first-rate fighter pilot. Carrier landings will probably give you the most difficulty, which is unfortunate since you will be required to land successfully on a carrier four times before being assigned a tour of active duty.

In the cockpit, avionic and multi-function displays provide more than sufficient data to give you the edge in any given aerial situation. It is your task to interpret and apply the data. In other words, Uncle Sam has provided you all that is necessary for survival and even success. The question is: what are you going to do with it?

Velocity

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA and some VGA cards; joystick recommended.



Constantly monitor your cockpit control panels. They must become an intimate part of your decision-making process.



Use the Instrument Landing System, which automatically engages and is displayed on one of the control panels, to locate the ideal flight path to a safe landing on the carrier.

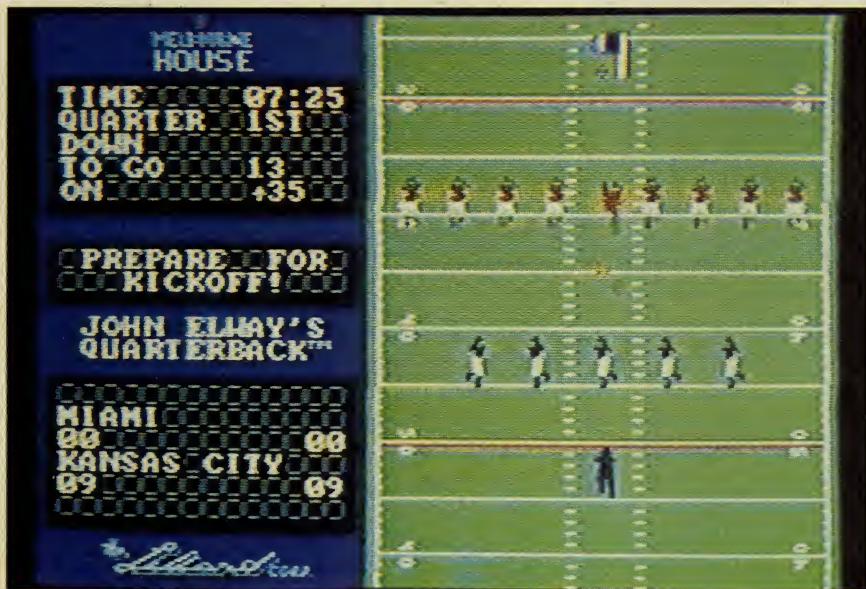


In a dogfight, it is better to sneak up on an opponent by approaching low and attacking upward or approaching high and attacking from above.

HINT

When attempting one of the four required carrier landings: make sure your line-up is perfect, keep your speed is under 150 knots on the final approach, and expect to spend hours of flight time before you get it right.

JOHN ELWAY'S QUARTERBACK

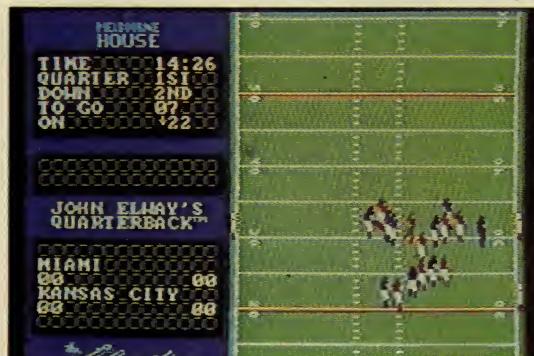


At first you will be tackled, sacked and intercepted. Learn patience. Just keep working on your reflexes and gradually introduce your own strategy.

Remember to lead your receiver on pass plays. That is, throw the ball not to where he is at the minute you release it, but to where he will be when the ball comes down.



Try to analyze each play as it is happening and make necessary adjustments. Here, with all receivers covered, a screen pass play turns into a sweep for good yardage.



You opt for a power sweep right. The ball is snapped, and you look for blockers. The defense had a hunch you were going to run and the blitz is on. With *John Elway's Quarterback*, you can call a running play but decide to pass while the action continues. So, drop back fast. Finding your favorite receiver, you fire away just before the nose guard eats you for lunch.

You are John Elway, the NFL's Most Valuable Player in 1987 and one of the finest field generals ever to drop back in the pocket. As Elway, you have nine offensive plays to choose from—from a sneak to a bomb. When defending another player or the computer, you can deploy one of six sets.

The pass patterns are very difficult to get a feel for, even at the slowest speed level, so give yourself ample time to adjust. Be sure to backpedal five to ten yards when passing, or you will be dropped for a loss. And remember that, for improved graphics, the game only uses nine players per team. The exclusion of handoffs is also a welcome subtlety.

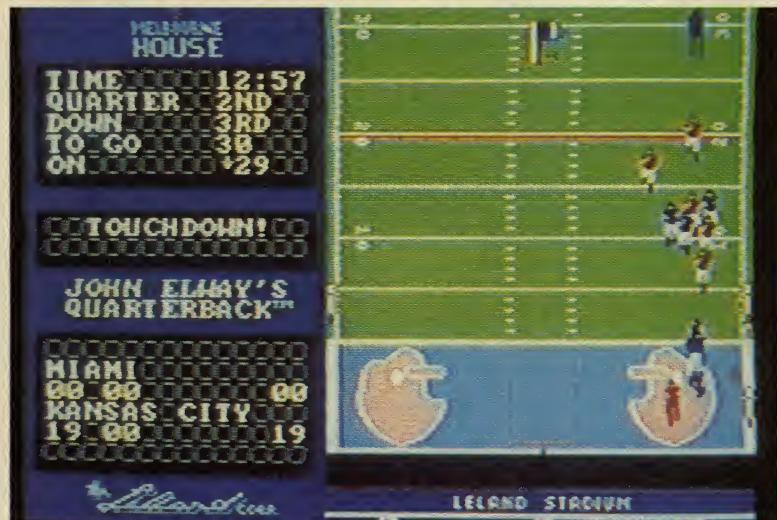
For the informed football strategist, *Quarterback* is solid game playing. For those just beginning to explore football strategy/skill games, this might not be the best place to start.

Melbourne House

Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory; EGA, CGA, or Hercules graphics; joystick recommended.



Playing defense does not mean you can let up. You control the middle linebacker after selecting a particular defensive alignment. Try to anticipate and keep pressure on the quarterback.



The bomb is the most spectacular of all offensive plays. It has a fair chance of resulting in six points and, for that reason, is attempted far more often than its odds for success warrant.

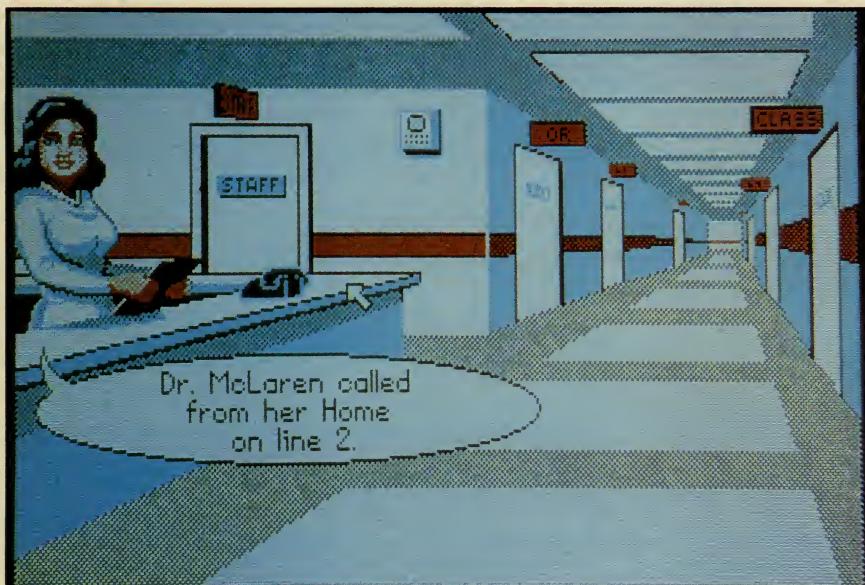


The weakness in changing the play after the huddle is that your teammates will be following the old play and not supporting your course. The decision is yours.

HINT

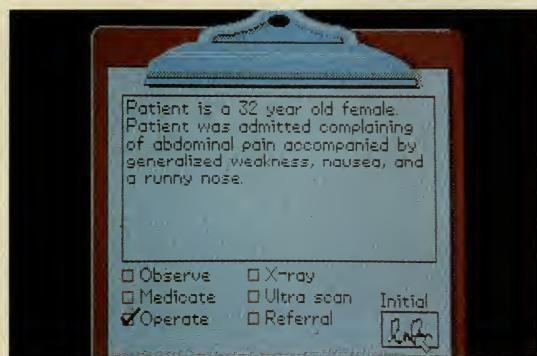
Don't try to be cute — play good solid football and your chances of success will improve. An entire game can take a few hours so have a game plan and don't try to win the game on one play. Success on the gridiron is usually methodical.

LIFE AND DEATH

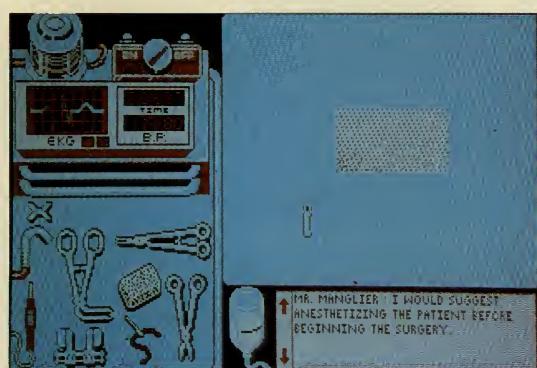


When the nurse tells you there's a call waiting, you'd better return it using the phone numbers on your "beeper." Without this program security check, you'll never be allowed to finish an operation.

Study your patient's chart carefully. Not all patients need surgery or X-rays. You can be penalized for "padding" the hospital bill if you order unnecessary procedures.



If perhaps you overlook some minor detail in preparing for surgery, one of your operating room team will gently but firmly call it to your attention.



Many simulations claim to be "different." This one truly is. *Life and Death* intelligently and creatively expands the definition of what a computer game can be. It is an interactive medical drama in which you are the surgeon. You must examine and diagnose your patient, select your surgical team, then perform an actual operation on the patient.

The medical procedures are authentic, the drama is intense, and the penalty for failure is, well, terminal. In *Life and Death* you experience (with a realism that might bother some people) one of the classic fantasies of all ages: playing doctor.

Since most players will probably loose their first five or six patients, the designers have wisely kept the tone of the game rather light-hearted, and their on-screen instructions on how to install the game are a model of clarity and simplicity. Cutting out an appendix may not be everybody's idea of a great time, but the simulations exert an almost primal fascination.

As a learning experience, *Life and Death* rates very high. The graphics are as realistic as those in an anatomy textbook and there are some superb design touches, too, such as the synthesized patient's voice that yells "Ouch!" when you palpate something that hurts.

Software Toolworks

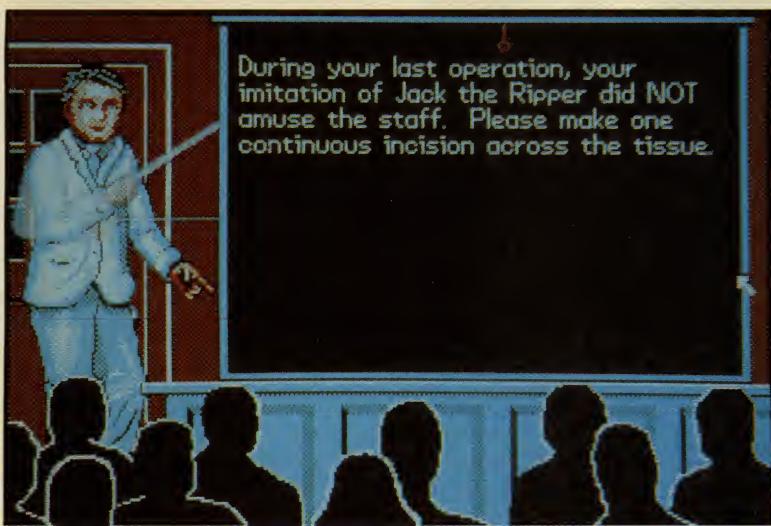
Hardware Requirements: IBM, Tandy and compatibles; 512K minimum memory; VGA, EGA or CGA graphics; mouse optional.



Soap and gloves are in the top drawer. You won't be permitted to operate until you've scrubbed and coated the patient's skin with antiseptic.



Failure has (dare we say it?) grave consequences. If your patient ends up like this, you'll have to attend a med school debriefing in which your mistakes will be pointed out.



Once you learn how many steps are involved in even a simple appendectomy, you'll pay more attention in class!

HINT

Life and Death is a "game" only in the most generic sense — you don't win points or accumulate treasure. Although *Life and Death* has a welcome lightness of tone (there are some scattered laughs), it is basically quite realistic. Follow authentic diagnostic and surgical procedures in order to realize the game's full potential. Fortunately, the documentation is both full and readable. Study time will be repaid in game satisfaction.

MINI-PUTT



Give velocity and aim to your shots by watching the power and accuracy bars on the bottom left of the screen.

Slopes and breaks are indicated by arrows that point in the direction they will influence the ball to go. Dark arrows on light background indicate steeper grades.



The overview map in the middle of the lower screen helps you plan your putting strategy for the entire hole.



The last time you went to a miniature golf course, did you have fun? Or was the sun broiling, the mosquitos out, the people ahead of you taking *forever* to play through, and the people behind you thinking *you* took forever?

Now you can have all the fun you should have had. Accolade's *Mini-Putt* lets you roam at will over a fantasyland of wacky miniature golf courses. Take as long as you like. Invite the kids along or savor the privacy. The weather's always fine and there's never a crowd in sight.

Choose from four courses: traditional, deluxe, challenge, and classic. As tough as some of the holes are, you can master them by using the optional "practice mode," which allows you to select any hole from any course and play it until you get the hang of it.

Accolade's game designers have let their imaginations run wild. The easiest course ("traditional") is very much like the average putt-putt course. The other levels of play get progressively tougher and more whimsical.

Setup and game mechanics could not be easier. You'll be playing five minutes after opening the box. For miniature golf fans, this is a simulation to make the putter flutter.

Accolade

Hardware Requirements: IBM, Tandy and compatibles; 256K minimum memory; EGA, CGA, or Hercules graphics; joystick optional.



The Classic course is certainly the hardest of the four *Mini-Putt* courses. There are a lot of unexpected tricks, such as in the castle hole. The hole lies to the right, but shoot the ball into the hole in the top right. For the best score, use the practice on each hole before trying the whole course.

Classic						
Hole #	Par	±	±	±	±	±
1	2	5	+3	8	+6	
2	3	4	+1	10	+7	
3	2	4	+2	5	+3	
4	3	2	-1	7	+4	
5	3	10	+7	13	+10	
6	2	4	+2	3	+1	
7	2					
8	2					
9	2					
Total	21	29	+14	46	+31	

Your score for the current hole is shown on the playing screen. If you want to see the scores for the entire course so far, press F2 at any time. The top three scorers for each course are also saved in a hall of fame.

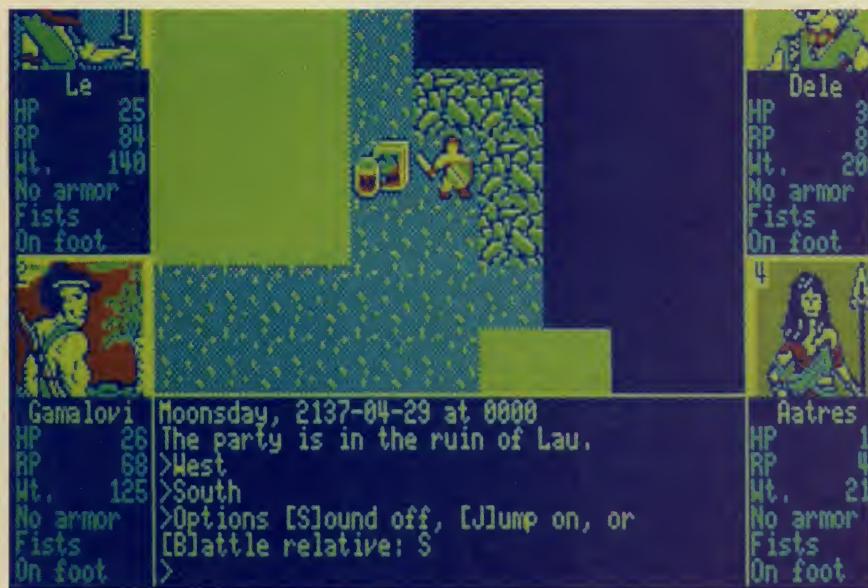


To get through a moving obstacle, you should make use of the fact that the ball doesn't move until you *release* the space bar/fire button.

HINT

What strategy there is in a golf game, big or little, centers around how you can achieve or beat "par." In *Mini-Putt*, there are usually several options for reaching the cup — an "easy" route which requires more strokes, or a "fancy" route which involves playing angles and making banked shots. For par, master the tricky shots. And remember that the number on the power bar is for straight shots — you'll have to putt harder, sometimes a lot harder, to compensate for slopes or banked shots.

SCAVENGERS OF THE MUTANT WORLD



CGA screens shown

Right off the bat, the party has found something to take with it. You begin *Scavengers* with practically nothing, not even weapons. Scavenge for everything. Rest assured — you're going to need a lot.

After creating a world, form a party. There will be four of you venturing forth from Lau, so choose well. The game includes 20 pre-generated characters, all of whom you can modify.



The party has come across a radiation suit. It's up to you to assign it to the party member you think should have it. To the west, a citizen of Lau meditates. To the south, a mutant plant waits to attack.



Nobody likes to contemplate nuclear war, but it is interesting to wonder what it would be like to be among the survivors. Some have suggested that earth would become a mutant breeding-ground.

In *Scavengers of the Mutant World*, you don't merely try to survive. To help your tribe escape its current miserable state, you must also explore the dangerous world outside your underground city and find the materials you need to construct a machine. That machine will be your ticket away from this world.

Scavengers is a role-playing game. Four characters form the Lau Exploration Party, which will scavenge for materials to raise the standard of living in the underground city. And scavenging is precisely what you do — you must search for food, parts, weapons, and armor. You'll discover ruins, go through mysterious doors, search rubble, find caves, and avoid radiation zones. Avoiding danger doesn't mean success. Go to dangerous areas, but take along common sense and proper equipment. Diving into radioactive water, after all, is simply not a smart thing to do.

Ironically, the game's charm lies in its mutations. There's no telling what sort of creatures will show up after the next radiation storm. This bleak world is still alive. The only problem is that the things that are alive are things you never wanted to know about.

Interstel

Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; CGA or Hercules graphics.



The party has reached the tunnel to the outside world. Be sure you've taken whatever you can from Lau before leaving because waiting for you outside is a radiation-infested, mutated land. And don't stray too far once you get out there. Not yet, at least.

A sub-human mutant attacks the party several miles north of Lau. While fighting, keep in mind the weapons each member is carrying, and learn—immediately! — how to turn the characters to face the enemy. At first, it's very easy to get your party killed by having them out of position.

It's night, and the party is outside the ruin and near the mountains. With mutants more dangerous at night (especially in the mountains), this is a foolhardy thing to do. All the party can hope for is to come across a place to shelter. This is particularly important with radiation storms approaching.

HINT

Be sure to search all of Lau before venturing outside. You will find weapons, armor, food, blueprints, and other supplies inside your home city, and you will also fight some not-too-difficult battles. Armed and somewhat experienced, you will be much better able to face the rigors of the mutated outside world. And save this game often, especially before entering other ruins. There is much to be gained inside these ruins, but there is also a host of defenders.

SKATE OR DIE



EGA screens shown

Lester's down-and-dirty dad Rodney runs the skate shop, where you pick out your board, grab a boffing stick, or sign up to begin competing.

Swivel your joystick madly in the high jump event for maximum acceleration. Clicking the button at the highest point will add a few inches to your jump.



To punch when blazing the back alley, lean into the direction you are facing. To kick, lean away from the direction you are facing.



It's time to thrash. *Skate or Die* gives you the chance to master ollies, rock 'n rolls, hand plants and 720's. The game features five events: freestyle, pool joust, high jump, downhill race and alley jam. Each event is a unique challenge.

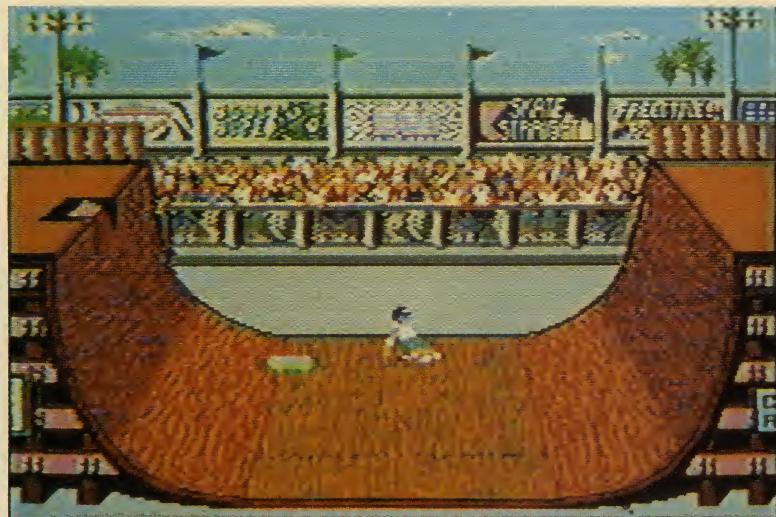
In *freestyle*, anything goes in the attempt to smoke the pipe. The more difficult your trick, the better your score. In *alley jam*, your goal is the destruction of property. Eliminate anything that gets in your way — garbage cans, tin cans, even your opponent. In *pool joust*, you're armed with only a boffing stick. You must knock off the other guy before he gets you.

The secret to big scores in the *downhill race* is performing tricks and stunts without sacrificing speed. In the *high jump*, it is important for poseurs to become comfortable with what is and isn't possible on the board. The event requires speed for height and composure in the air.

Getting a feel for how to maneuver your board may be somewhat frustrating at first, but it won't be long before you are a master ramp rider. Along the way, you can enjoy the refreshing visuals and the variety of action offered in each of the special events.

Electronic Arts

Hardware requirements: IBM, Tandy, and compatibles; 384K minimum memory; EGA or CGA graphics; joystick recommended.



Click in the pump zones for extra speed in the freestyle. You are allowed one pump per zone.



Take advantage of the apparent obstacles. Skating over, under, through, or along them will improve your score. However, avoid bail-outs if you want a bonus.



Even if two or more go into the pool, only one will come out.

HINT

Speed, stunts, and tricks make the difference between good scores and great scores. All three require precision, so reckless abandon won't work. Solid, aggressive skating is the goal. Therefore, only after you get a feel for what you can and cannot do on your board, should you throw caution into the wind. But what have you got to lose? This is skateboarding without the scars.

SOLITAIRE ROYALE



EGA screens shown

Pyramid is very easy to learn, but less easy to win. Don't remove too many cards from the tableau. Match as many as possible with cards from the stock. The eight on the stock, plus the five on the tableau, total 13.

Look ahead in *golf* to plan the best move. There are three choices for this jack. You can play queen-jack-queen, ten-jack-queen, or ten-jack-ten. It's best to work from longer columns.



Build up in sequence on the corner cards in *corners* (four-five-six, etc.) and down in sequence on the other cards. The king in the stock can be played on the ace in the middle right.



If you loved passing rainy days playing games of patience and solitaire, you're going to enjoy *Solitaire Royale* — in rain or shine. The computer game contains eight different forms of solitaire, plus three children's games, all in an addictive game design that offers the enjoyment of cards without the hassle of shuffling or setting up the card tableaus.

In addition to *klondike* (the game most people think of when they think of solitaire), you'll learn to play intriguing games such as *calculation*, which requires luck and an excellent memory. A foundation is laid of an ace, two, three, and four. Cards are built up by one's on the ace, two's on the two, three's on the three, and four's on the four. Cards from the stock are dealt one by one and, if they can't be played, put into a tableau of four columns. Each foundation ends with a king.

In the nearly impossible *reno*, cards are dealt one by one. Aces are moved above the tableau and are played up in sequence to the king just as in *klondike*. Also as in *klondike*, cards are played down in sequence, alternating colors, on a tableau of four cards. The cards in the stock must either be played or immediately discarded. The odds against winning are astronomical.

Other games include *pyramid*, *golf*, *canfield*, *corners*, and *three shuffles and a draw*. You'll be hooked from the first card you play.

Spectrum Holobyte

Hardware Requirements: IBM and compatibles; 256K minimum memory; EGA or CGA graphics; mouse optional.



The one and two sequences are completed in this game of *calculation*. You can play the five from the pile on the four sequence, but the three sequence is blocked since the ace is on top of the jack.



Kings are blocking two vital cards in this game of *three shuffles and a draw*. Without the three of clubs and the eight of hearts, you won't be able to finish the game, so you might as well use your last shuffle.



Reno is so tough you'll probably never finish it. Even though you've got two aces out early in the game, you're going to have to discard the three of spades since you haven't found the two of spades yet.

HINT

There are three children's games in *Solitaire Royale*. They are not so much games of luck as learning games. In *concentration*, the player must match pairs of cards by turning them up one by one. Try to beat the low score, since the game can always be won. In *pairs* you match like cards in a cross-shaped tableau from a stockpile in the center of the cross. And in *wish*, you must match like cards from the top cards of eight stacks.

SPACE STATION OBLIVION



EGA screens shown

You begin the game looking through the viewscreen of your excavation probe. A small building lies ahead and to the right. To the left, an opening in the wall beckons. Head for the small building first.

The storeroom is a wealth of rubicon crystals. Use those on the right for your shield. Those on the left—they look upside-down—will give you more energy. Fire at them with your lasers to absorb them.



The drilling rig is in place and you've managed to clear the sector of gas. Note the clearance information at the bottom right of the screen. The more sectors you clear, the closer you'll be to your goal.



In *Space Station Oblivion*, as in many quest games, your objective is to save the world. In this game, you must drill in the right places on a moon called Mitral to release the pressure build-up from gas trapped below Mitral's surface.

But as you might expect, there's trouble. The Ketars, who inhabited Mitral until recently, left behind a series of powerful defenses. It's impossible to find the best drilling locations without first searching out and destroying these defenses. To help you, the Driller Federation has equipped you with a good, solid excavation probe. But that alone won't be enough.

The probe is light enough to maneuver the lifts and platforms on Mitral, and it is armed with powerful lasers. But there are certain places the probe can't reach, places that demand something that can fly. This means finding an aircraft.

Somewhere on Mitral is a single reconnaissance jet. If you retrieve it, you can locate drilling sites by air. But getting to the jet, and then figuring out how to use it takes time. And with Mitral's explosion imminent, time is one thing you don't have.

Epyx

Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; EGA or CGA graphics.



Some rubicon crystals are easily available in this building. But what is the large pointed object in the middle, and how can you get to it? In many ways, maneuvering is the name of this game.



From this height, you can see most of your surroundings. Directly behind you is a mysterious doorway, and the only way down is to lower yourself from this perch. It's difficult to figure out how to do that, but shooting at things can't be far wrong.

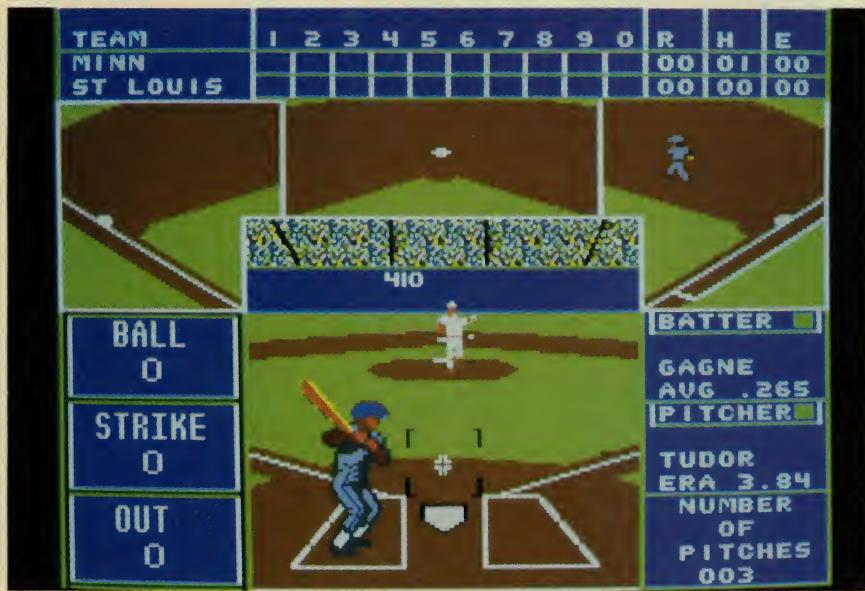


Inside this building, strange lines look like power lines. The colors of the structures, too, are different from before. Work your way through here carefully, or you could end up laser fodder for the Mitral defenses.

HINT

The first drilling location is easy to find but the rest are more difficult. Start by driving the probe into any location you find. Some doors reveal themselves when you fire at certain items. And don't be afraid to blast away at Rubicon crystals. They give you energy, and they often conceal other areas of Mitral. Finding the jet is much more complex. It can be found in a hangar, but even finding the hangar won't get you inside. Just keep experimenting — and save your game often.

SPORTING NEWS BASEBALL



EGA screens shown

Top of the first, nobody out. Tudor delivers to Gagne, who waits to see the location of the pitch. In the top right of the screen, Gladden, who led off with an infield hit, takes off for second base.

Starting line-ups for our own 1987 World Series have Viola on the mound for the Twins facing Tudor for the Cardinals. Use the 1987 teams, create your own, or add classic players to existing teams.

PLAYER	POS	AVG	PLAYER	POS	AVG
GLADDEN	RF	.249	COLEMAN	RF	.267
GAGNE	SS	.265	SMITH	SS	.305
PUCKETT	CF	.332	HERR	2B	.243
GAETTI	3B	.257	CLARK	1B	.284
BRUNANSKY	LF	.259	MCDEE	OF	.285
HRBEK	1B	.285	PENDLETON	3B	.264
LAUDNER	C	.191	FORD	LF	.255
LONBARDOZZI	2B	.238	PEHA	C	.214
VIOLA	P	.000	TUDOR	P	.200
			CONFIRM	YES	NO

With the throw from center headed for the cut-off man, Gaetti streaks towards second. Using the cut-off man is essential in this game. It's much faster than throwing directly from the outfield position.



With Gary Carter's picture and the Major League Baseball crest gracing its cover, *The Sporting News Baseball* is automatically worth a look. *The Sporting News*, after all, is one of the country's premier sports publications. The Carter and MLB sanctions only add to the game's credibility.

The Sporting News Baseball offers a combination of action and statistics in a very playable game. Select the teams you want, and then choose from options to customize the teams to your liking. But if you don't want to bother, you don't have to — the computer can decide the line-ups. Just press the fire button and get on with the action.

Rather than trying to show the entire infield as some games do, *The Sporting News Baseball*'s main display screen gives you a central view from behind the plate, with smaller views of each base surrounding it. The view lets you control the batter and the runners easily. And although many computer baseball games have a problem with the batter's perspective (often it is impossible to tell whether or not a pitch is high or low, or inside or outside) the perspective in *Sporting News* solves this problem pretty well. In fact, it offers one of the best pitcher-batter viewpoints of all computer ballgames.

Epyx

Hardware Requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA, CGA, or Hercules graphics.



THE SPORTING NEWS BOX SCORES

	MINN	ST LOUIS	R	H	E
	0 0 0	0 1 0	0 0 0	6	0
	0 0 0	1 0 0	0 0 0	7	0
	0 0 0	0 0 0	2	0	0

MINN VIOLA (1) 6K L

ST LOUIS TUDOR (1) 2K W

HOMERUNS:
CLARK (1)

GAME-WINNING RBI: CLARK

PRESS FIRE TO CONTINUE

POSITION: PITCHER
PLAYER

RULIFSON S	P: .07 BA 2.7 ERA
LEMON B	P: .232 BA 3.2 ERA
MARICHAL J	P: .145 BA 2.89 ERA
MARQUARD R	P: .179 BA 3.13 ERA
MATHEWSON C	P: .281 BA 2.73 ERA
ROBERTS R	P: .167 BA 3.40 ERA
RUFFING R	P: .269 BA 3.80 ERA
SPAHN H	P: .194 BA 3.08 ERA
HADDELL R	P: .162 BA 2.16 ERA
WILHELM H	P: .065 BA 2.52 ERA

MOVE UP OR DOWN TO SCROLL
PRESS ESC TO EXIT
PRESS INS TO CHOOSE

HINT

Unless you're fanatic about your home team, let the computer choose the starting line-ups to begin with. You'll need to learn to throw to the cut-off man — this will help you prevent runs from scoring from first or second base. Work on positioning your fielders according to the batter's strengths and the planned pitch. Always, always, try to throw out the lead runner. And don't try for suicide runs against the computer.

In the eighth, the Twins desperately need a run. But with nobody out and a man on first, Puckett grounds straight back to Tudor on the mound. Tudor whirls and rifles to second to begin a rally-crushing double play.

The final line score on game one. Predictably, it was a pitcher's duel, with Viola striking out two and Tudor shutting out the Twins for the win. Jack Clark's home run in the first counts as both the game-winning RBI as well as all the runs the Cardinals needed.

Since we're building our own fantasy team, why not pick the players we really want. From this list of pitchers, Koufax, Marichal, and Spahn should be well worth considering. Then, it's off to the outfielders, where we can choose Mantle and a host of others.

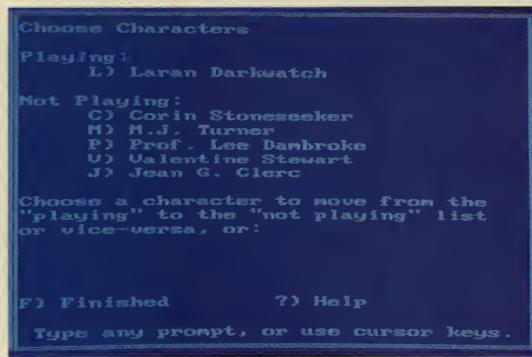
STAR SAGA ONE



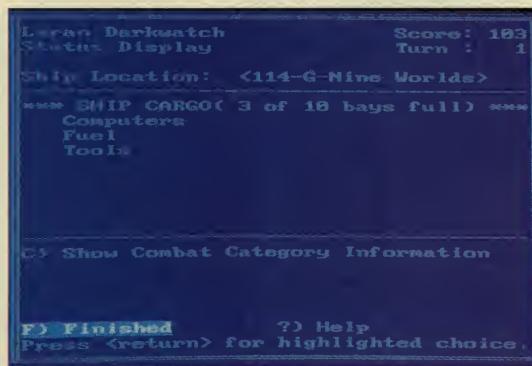
EGA screens shown

The game comes in a big box, which includes 600 pages of interactive text and two maps. It looks formidably complex, but it really is unusually easy to get into.

Choose your characters from six names, each one driven by a unique obsession. Characters may encounter each other in passing, but each role guarantees a fresh, completely different game.



You begin the game with three units of basic cargo, for trading purposes only. Your ship has ten cargo bays, but one of your first goals should be to acquire more cargo space.



Star Saga One combines computer play, role-playing, board gaming, and text adventure, all in one mammoth, epic-scale package. The time is 2815 A.D. But in the year 2490, a terrible space plague appeared and killed millions. Humanity retreated to the Nine Worlds, and a heavily guarded boundary was set up to quarantine the rest of the universe. Now, no one knows for sure what, or *who*, is out there.

In the game (up to six can play), you become one of a half-dozen maverick characters, each driven by a personal quest to run the Boundary and probe the mysteries of deep space. It's an epic odyssey (and a long game—60 hours, on average), but never a dull trip.

You'll discover and interact with dozens of bizarre alien cultures, and, as you gather experience, you'll also uncover hints of an underlying mystery concerning mankind's ultimate destiny.

For all its size and detail, SS-One is beguilingly easy to play (thanks to clear and thorough documentation) and highly addictive. There are no aggravating "dead-end" puzzles or sadistic no-way-out setups. Instead, you'll play a space opera, frequently enlivened by a wicked sense of humor.

MasterPlay

Hardware Requirements: IBM and compatibles; 256K minimum memory; VGA, EGA, CGA, or Hercules graphics; mouse optional.

Prof . Lee Dambroke **Score : 15**
Status Display **Turn : 1**

Ship Location: < 1-U-Alkon>

*** SHIP CARGO(10 of 10 bags full) *

- 3 Fuel
- 3 Food
- 2 Radioactives
- 2 Warp Core

*** HAND-HAND ITEMS/ABILITIES ***

Superhuman Speed	Ability
Phrmm	Ability
Whurffle	Ability

more

C) Show Combat Category Information **E)** End of List

H) Next Page **B)** Beginning

F) Finished **?) Help**
 Press <return> for highlighted choice

Prof . Lee Dambroke **Score : 15**
Status Display **Turn : 1**

Ship Location: < 1-U-Alkon>

*** HAND-HAND ITEMS/ABILITIES ***

Mental Shield	Special D
---------------	-----------

*** SHIP-SHIP ITEMS/ABILITIES ***

Tractor Beam	Contact
Confuse Enemy Computers	Special A
Auxiliary Rockets	Mobility

*** NON-COMBAT ITEMS/ABILITIES ***

Telepathy	Non-comba
-----------	-----------

C) Show Combat Category Information **P)** Previous Page

B) Beginning **E)** End of List

F) Finished **?) Help**
 Press <return> for highlighted choice

Interplanetary Commodities Market

They Will Trade For

+A) 2 Fiber	1 Culture
+B) 3 Fiber	1 Iron
+C) 1 Fiber	1 Munitions

You have no Fiber.

A '+' means you do not have the cargo to make that trade.

You cannot make any trades right now

F) Finished **S)** Status
?) Help **ESC)** Escape

HINT

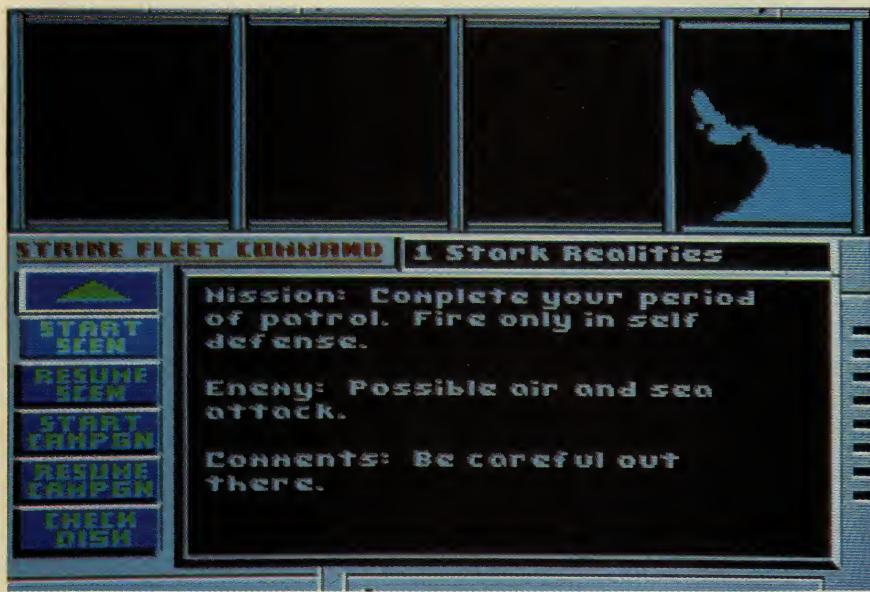
You don't need to map in *Star Saga One* — the game comes with two nifty galactic charts. But you do need to label the planets you've already visited in order to avoid confusion. Post-it notes cut into half-inch-wide strips are perfect for this. Also keep a detailed record of what commodities are available for trade on each world you visit. This information may be useless when you record it, but ten turns later it could be priceless.

You can collect handy items or useful skills during your travels, though you may have to train to earn some abilities. Items may be traded when you meet another character, but skills cannot be.

Combat is not the main element of *SS-One*, but it does happen often. By all means put fire-power on your ship, but other, subtler, abilities may prove just as useful as laser cannons.

To succeed, you must become a shrewd trader on the Interplanetary Commodities Market. You'll develop a feel for good trading very quickly, and the computer makes it easy to keep things straight.

STRIKE FLEET



EGA screens shown

On the headquarters' command screen, you'll get to choose your scenario and learn the particulars of your mission.

On the shipyard screen, you can add or drop different ships to configure your task force, and select a vessel to be your flagship.



Strategic decisions are made in the Command Information Center, where you select your destination, set speed, radar range, and crew status (i.e., at rest or at general quarters).



A minute ago, radar showed only your escort ships — a Ticonderoga class cruiser and an Arleigh Burke class destroyer -- and the neutral tankers you're shepherding. Suddenly it's covered with blips, all closing fast. The "lock on!" warning flashes — you've been targeted by incoming missiles from air and sea. Exocets in the air, Russian SS-N-2As skimming low over the water, and three hostile gunboats closing fast off your starboard bow.

No sweat. Use your automated defense systems to target the Exocets with long-range AA missiles, the sea-skimmers with short-range missiles, and the gunboats with harpoons. Or fire chaff to confuse the missiles, then engage the gunboats with your rapid-fire five-inch cannon. If the missiles keep coming, throw out a curtain of steel from your Phalanx gatling-guns.

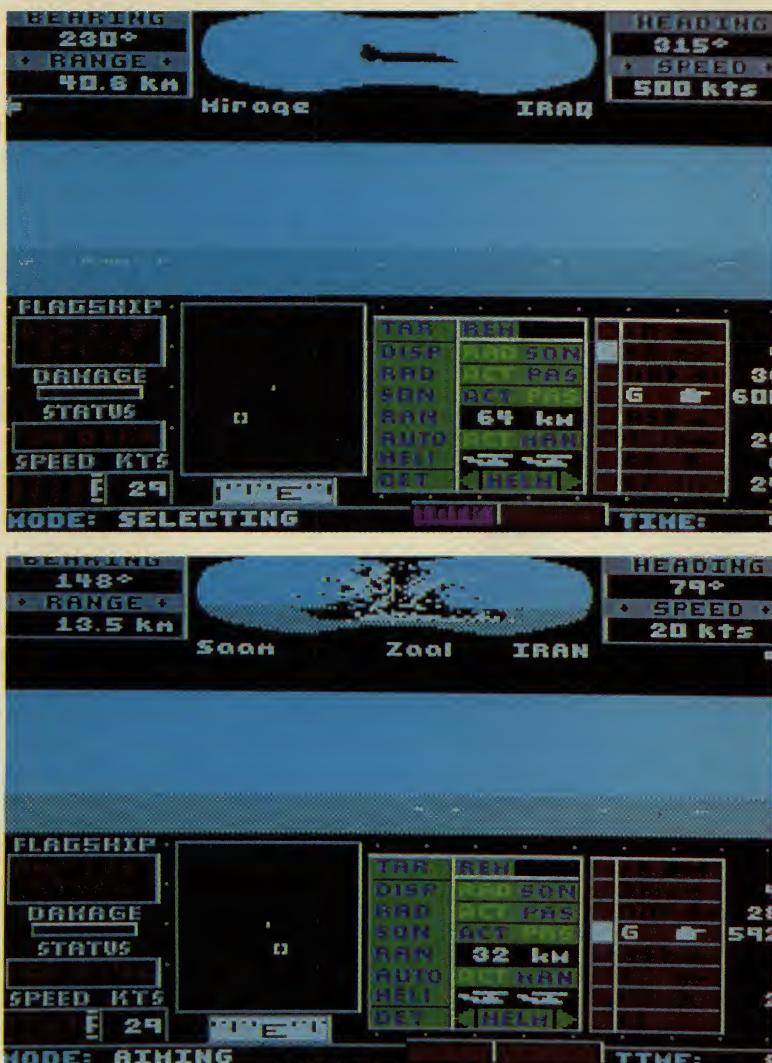
In *Strike Fleet*, you command of a modern naval task force, in 10 different mission scenarios or a hairy WWIII campaign. The missions are set in trouble spots such as the Falklands or the Persian Gulf — you can even chastise the Iranians in the "One for the Gipper" scenario. The technology of modern combat is faithfully duplicated, and the (sometimes deadly) results of split-second tactical decisions has been simulated with intensity.

Electronic Arts

Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory; EGA, CGA, Tandy 16-color, or Hercules graphics; joystick optional.



On the bridge, check the red panel for weapons' status and ammo supplies and the green panel for radar/sonar systems, launching helicopters, or taking manual control of the ship's helm.



Engage hostile aircraft with long-range missiles. When the "lock!" signal flashes red, an incoming missile has just "painted" your ship with its guidance radar. Act fast.

HINT

During the shipyard phase, you can configure your task force differently from the computer's suggestion. You can, for example, exchange two small warships for one large vessel and, if you complete your assigned mission, you might receive a higher ranking. It's tempting to use a joystick, but you'll live longer and reach higher rank by mastering the keyboard — it's faster and more reliable. And one thing this game makes clear: even with the aid of computers, modern naval combat situations develop and must be responded to with split-second command decisions.

TEST DRIVE II: THE DUEL

PORSCHE
959

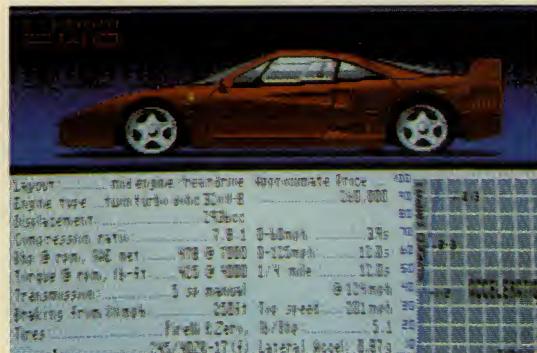


Layout:	rear 4wd	Approximate Price:	100
Engine type:	twin-turbo dohc flat-6	227,000	90
Displacement:	2849cc	80	80
Compression ratio:	8.3:1	0-60mph:	3.6s
Bhp @ rpm, SAE net:	444 @ 6500	0-100mph:	8.8s
Torque @ rpm, lb-ft:	369 @ 5500	1/4 mile:	12.0s
Transmission:	6 sp manual	@ 115mph:	40
Braking from 80mph:	245ft.	Top speed:	197mph
Tires:	Bridgestone RE 71, 1b/Bhp:	b.b	20
	235/45VR-17 (f)	Lateral Adcel:	0.87g

EGA screens shown

The Porsche 959: the world's fastest production car. It has a sixth gear you must experience to believe.

The Ferrari F40: a red haze of automotive harmony. Fasten your seat belt — this roadster can corner at 100 mph.



Layout:	mid engine/rear drive	Approximate Price:	100
Engine type:	twin-turbo mid eng V8	260,000	90
Displacement:	129cc	80	80
Compression ratio:	7.8:1	0-60mph:	3.6s
Bhp @ rpm, SAE net:	476 @ 7000	0-100mph:	10.8s
Torque @ rpm, lb-ft:	405 @ 5000	1/4 mile:	12.0s
Transmission:	5 sp manual	@ 115mph:	40
Braking from 80mph:	265ft.	Top speed:	181mph
Tires:	Pirelli P-Zero, 1b/Bhp:	b.b	20
	245/40ZR-17 (f)	Lateral Adcel:	0.87g

Reaching a fuel depot adds a life to your reservoir and gives you a chance to see how you are doing against the clock or the computer.



Test Drive II, *The Duel* may be as close as you ever get to driving a Porsche 959 or a Ferrari F40. Nevertheless, this game will give you a good feel for what a 478-horse twin-turbo V-8 can do when harnessed.

After choosing one of the two cars, you race the computer or the clock in a quest to put a tiger in your tank. Reaching a gas station means you get one more life to risk on the highway.

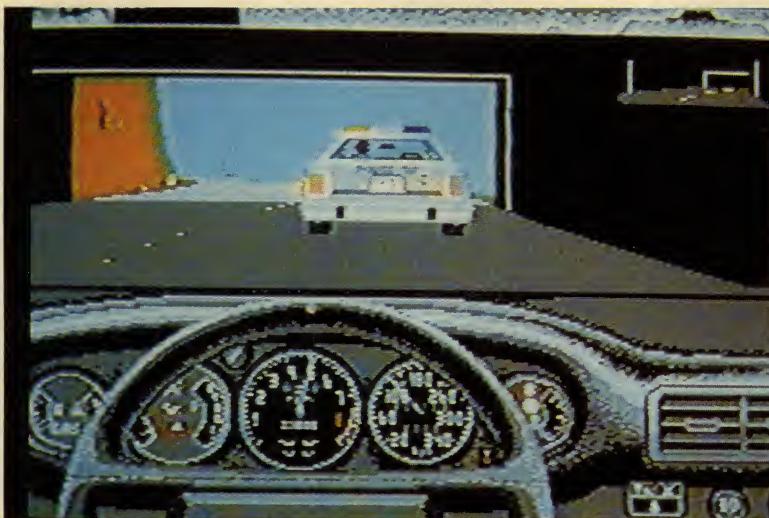
There are 12 levels of difficulty, with the variables including opponent speed, cop speed (yes, smokies are out in droves), traffic density, traffic speed, and scoring. The levels range from ego-boosting to suicidal.

Highway patrolmen will come after you — and therein lies a choice. You can pull over, get a ticket, and be on your way. Or you can try to outrun them, which is recommended if you can keep the pedal to the metal. But whatever you do, do not crash into the cop. If you do, the game is over.

In the expert mode, you use the joystick just as you would a stick shift, with the fire button serving as your clutch. This requires even more concentration, but you are rewarded handsomely when you master this element of driving.

Accolade

Hardware Requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA, MCGA, CGA, Tandy 16-color, or Hercules graphics; joystick optional.



If a patrolman gets in front of you, you've had it. Don't try to pass him. The time to avoid him is when you spot him in your rear view mirror.



A ticket from ol' Smokey adds 20 seconds to your time, so it's best to to to avoid it.



A cracked windshield is bad news. The results are loss of life, a slower time, and a drop in confidence.

HINT

High scores obviously mean high speeds, so a lead foot and nerves of steel are prerequisites for real success. Keep an eye on your rear view mirror to avoid a ticket and to track your competition.

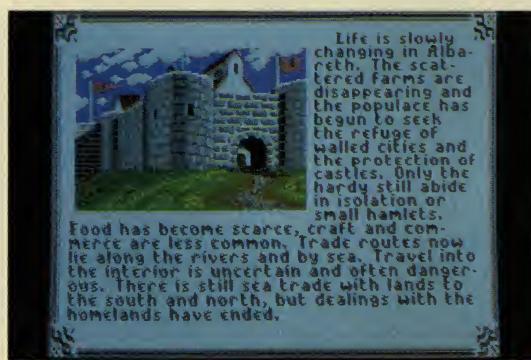
TIMES OF LORE



At the age of thirteen, your epic victory over the dread giant Kogar erased forever any doubts of your heroic strength and stamina... And thus the adventure begins...

You choose to play the role of one of three characters. Here, you have chosen to be the Barbarian. Practically speaking, which character you select makes no difference. Choose to please yourself.

As the game starts, several screens explain what is wrong in the land of Albareth. Everyday life is becoming harder and harder as the evil spreads.



Inside the tavern, the friar initiates your first quest. The foretelling stones are lost, stolen by thieves. The north road will take you to them, but you will need some guidance from a hunter along the way.



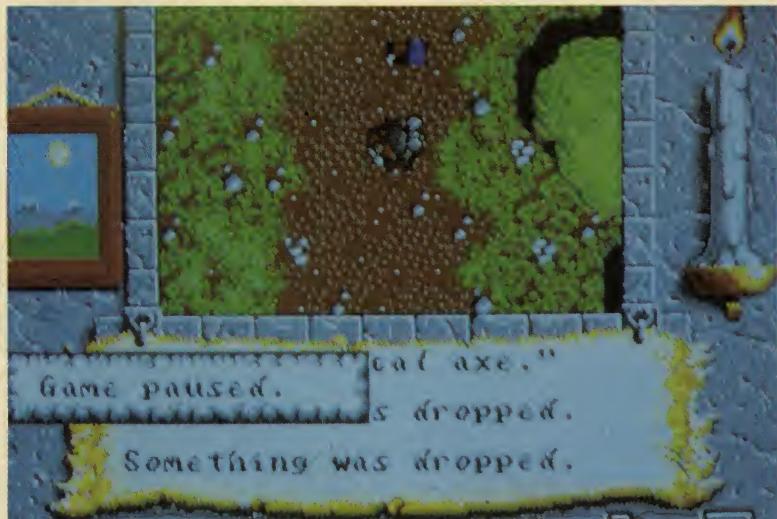
Fantasy role-playing games are nothing new in MS-DOS land, but those which are easy to play are rare. *Times of Lore* is an exception, yet its ease of play does not mean it's lacking in depth. While *Times of Lore* won't take you a lifetime to complete, it will provide hours of fast-moving enjoyment.

Unlike most role-playing games, there is no "party" of adventurers. Instead, there's just little old you, albeit in the disguise of a barbarian, a knight, or a valkyrie (whichever you choose). You have a number of tasks to complete, all of them furthering your goal of ridding Albareth, your home world, from evil. Albareth will only be cleansed if you find three magical artifacts: the Tablet of Truth, the Foretelling Stones, and the Medallion of Power. Each object played a role in Albareth's history, when the High King kept the land under his benevolent sway. Now they must be recovered from evil hands.

Times of Lore gives you a rough overhead view of your immediate surroundings. The map included in the game box helps you find your way around Albareth. There are cities to visit, castles to explore, treasures to find, and people to talk to. And, yes, there are monsters. Not a great variety of them, to be sure, but more than enough to keep you busy. And it seems that they all want to prevent your success.

Origin

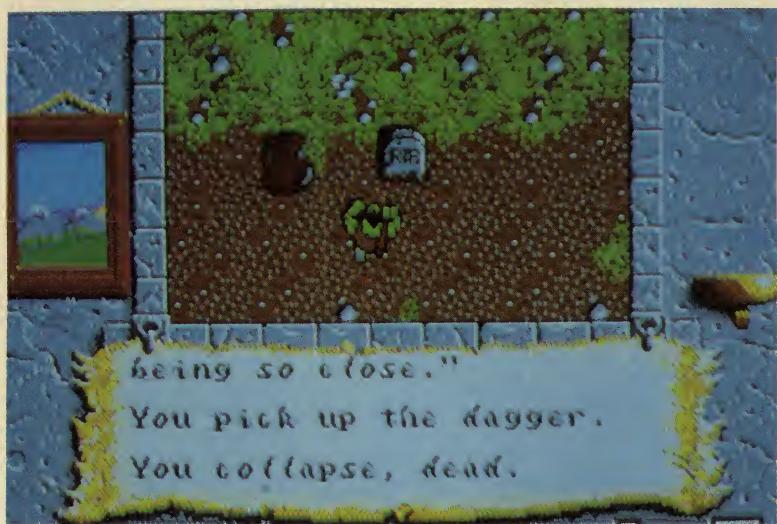
Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; VGA, EGA, MCGA, CGA, or Hercules graphics; Ad Lib Music Synth, Creative Music System, Tandy music supported; joystick or mouse optional.



With several foes defeated, two objects lie on the road. Quickly pick them up, because your new foes won't wait for you. Switching from movement and combat mode to icon and menu mode is a key to winning.



Two burly guards watch over the door to the castle. Don't fight them, because you'll be killed. And don't try to beat down the door, either. If you complete your quests successfully, you'll find your way into the castle by invitation.



When the candle on the right side of the screen goes out, your character is dead and the game is over. The load game option takes you back to the last game you saved. You save a game by sleeping in a tavern.

HINT

Be very careful, when trying to speak to someone, that you don't start fighting him instead. Keep an eye on the line of icons on the screen to make sure the hand is active when you are engaging in conversation. All too often, a game can be ruined by an inadvertent fight. And remember that some of the places you need to find are not on the map of Albareth. Follow any road that's not on the map. But keep track of where you are and where you've been.

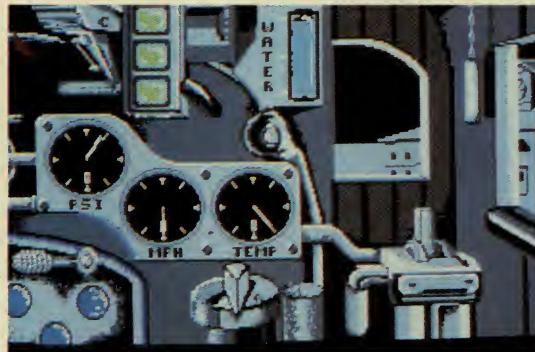
THE TRAIN



EGA screens shown

To take the first station, you fire at the snipers as they shoot from the windows. Your companion, LeDuc, will attempt to race across the tracks to the switch, but the clock is always ticking away.

The driving is up to you on the train. The red pointer is on the throttle, but the furnace needs coal, the brake needs a delicate hand, and steam needs periodic releasing. Even the whistle is at your command.



The map is available at any time. The white cross-hatch (near Metz at top right) depicts the location of the art train. Your goal is to get to Riviere. Note the obstacles between you and your destination.



Add a cloak-and-dagger scenario from the French Resistance in WWII to the romance of the European railroad, and you have the makings of an involving game. But then inject a train filled with art treasures, a rendezvous at dawn, and the heroism of one man against enemy garrisons, and you have *The Train*.

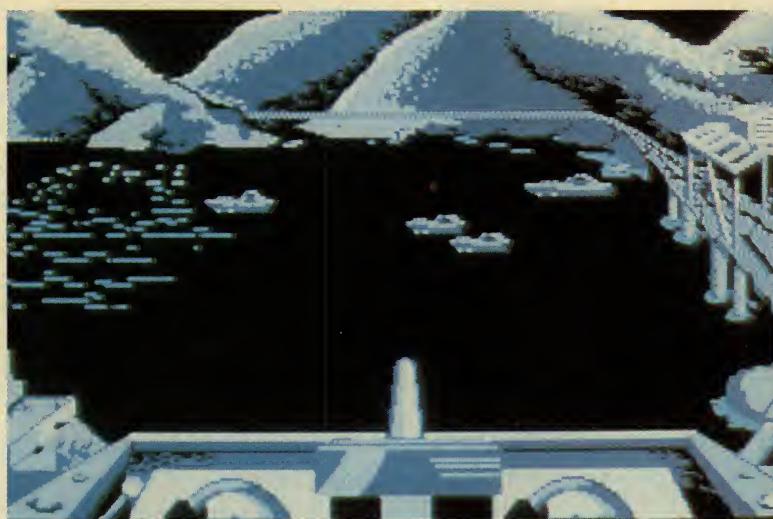
Your goal is just to capture the art train and take it to a rendezvous point before the crack of dawn. But simple objectives are often the most difficult to fulfill. Getting the train to Riviere means surmounting several obstacles.

First you must capture the train, which means taking the station. Then you stop at an enemy-held bridge and destroy the boat patrols. Next, it's off to another station, where you must provide covering fire for your partner and radio instructions to *vos amis* in the Resistance. And all the while, you must pay attention to the workings of your coal-fed locomotive.

It's not easy, but *The Train* makes it fun. The game takes a while to get into, but soon you'll be trying just one more time to make it through to Riviere before dawn.

Accolade

Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory; EGA, CGA, Tandy 16-color, or Hercules graphics; joystick recommended.



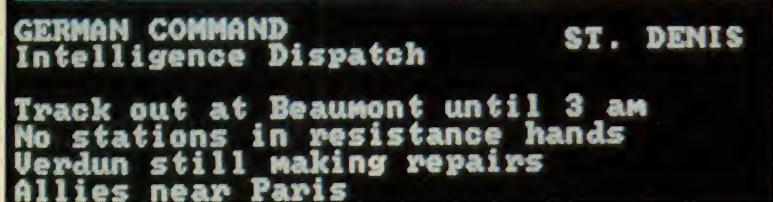
Bridges can't be just run; they must be taken by force. Waiting at each bridge is a gathering of enemy boats. They'll fire at you, and unless you destroy them quickly, they will damage the train beyond repair. Be quick, and make every shot count.



And here they come. The enemy fighters are ready to stop your train literally in its tracks. If they score too many hits, either the train or its cargo will be damaged, and you will have to abandon the train.



Once past the bridge, having survived the enemy aircraft, it's on to the station at St. Denis. Here, if you capture the station, you will find vital Resistance information waiting for you. Use this knowledge to help you in the next stage of your mission.



HINT

You must stop at enemy-held bridges. Pay attention to the distance information on the screen as you approach the bridge. Begin slowing down immediately by closing the throttle and gradually braking. When the distance reads 2 km., slow right down. At 1 km., be almost stopped, and at 0 km. put the brakes on. And to avoid sniper's bullets, duck often. This does waste time at the beginning of the game, but you can make it up by controlling the speed of the train.

WAR IN MIDDLE EARTH



As the game begins, Frodo, Sam, and Pippin are headed for the Green Hills (screen center). Four evil Nazgul patrol the Shire. Frodo should head for Buckland (on the west edge of the forest) to meet Merry.

The colorful campaign map of Middle Earth shows the scope of this strategic game. The magnifying glass icon on the top right of the screen can be used to focus in on any area of Middle Earth.



You might not need to visit the terrifying citadel of Dol Guldur if you follow the computer's itinerary. But if you choose your own route instead of following the game manual, Dol Guldur might be a stop.



Fantasy games and books owe a great debt to J.R.R. Tolkien's *Lord of the Rings*. A novel of truly epic scope, it almost single-handedly brought the idea of heroism back into 20th-century fiction. Fantasy gaming takes its cue from Tolkien's theme of completing a quest.

However, the novel has never been successfully translated into a game. *War in Middle Earth* tries to change that by giving fans a chance to explore Middle Earth as Tolkien's hobbits did — any location from the elfish Lothlorien to the evil Mount Doom.

Command the Fellowship of the Ring on their journey eastward towards Mordor, where they must cast the ring to save the world. You also control the armies of Gondor and Rohan, and other fighters of the West. But the game's excitement, at least initially, lies in the three-layered map of Tolkien's world.

The game begins in Hobbiton where you see three animated figures — Frodo, Sam, and Pippin — heading east along the road. Click on the map icon and scroll across Middle Earth. Click again and the strategic map appears. Tolkien fans will spend hours just going from place to place.

With *Middle Earth* you can actually change the course of the War of the Ring. Though you might wish for more character control (during fight scenes, for example), this game is still worthy of the fantasy fan's attention.

Melbourne House

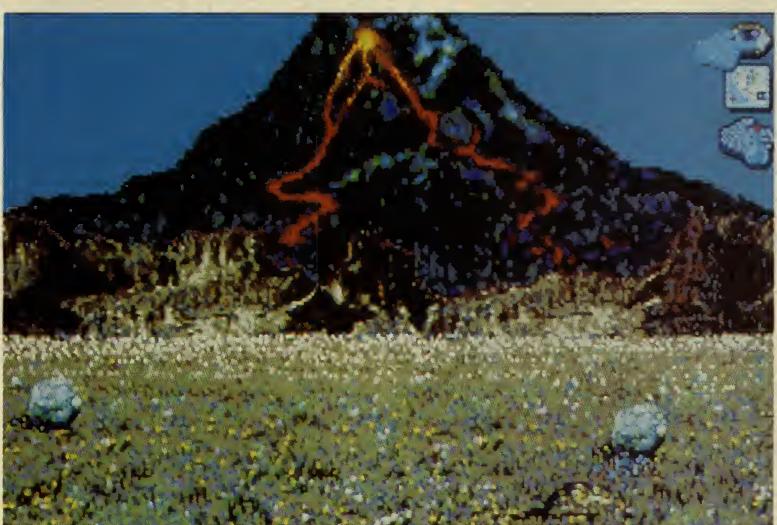
Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory for CGA graphics; 384K for EGA or Tandy 16-color graphics; 512K for VGA or MCGA graphics; joystick optional; mouse recommended.



Galadriel before Gandalf and the party at Lothlorien. On the ground at her feet are an elven rope and other items. Gandalf may pick these up for later use. Remember to scan the ground as often as possible—especially when encountering other characters—for items to take with you.



Denethor stands with the warriors of Gondor outside the walls of Minas Tirith. These forces, too, are under your command if you wish. Send them out to attack the orcs and the Nazgul, or leave them near Minas Tirith preparing for Sauron's attack.



It is in the heart of Mordor, at Mount Doom, where Frodo must bring the One Ring. And with Sauron's armies and Sauron's evil Nazgul guarding the Mordorian borders, getting to Mount Doom is anything but easy. One strategy, as in the novels, is to keep Sauron off guard by distracting him with the rest of your forces.

HINT

Send Frodo, Sam, and Pippin southeast towards Buckland, not directly on the road towards Bree. When they team up with Merry, they can go through the Old Forest to meet Tom Bombadil. From there send them to Bree as quickly as possible, where Aragorn can take command and save their lives. Aragorn is also your fighter. Hobbits are, for the most part, pretty hopeless fighters. When the combat menu appears, withdraw the hobbits if there is anyone else present who can fight.

ZOOM!



EGA screens shown

In room 7, head for the sections of the cross without Wormlets. Save the middle for last.

Be careful before you pick up icons in rooms with black holes. There's a rocket to pick up, but it's positioned right over a black hole.



The "?" icon is just as likely to kill you as give you an extra life. But with two lives already lost, you should pick up both these question marks.



Little Zoomer's sole purpose in life is to dash around maze-like grids, following the perimeters of boxes and filling them in.

But there are a lot of critters on his trail. Jaggernauts are giant mouths that always stay close to Zoomer. Wormlets erase the lines he's already filled in, Angleheads slow him down when he crosses their paths, and Spheroids roam the grids just waiting to cause trouble. But these aren't Zoomer's only foes. He could also be swallowed up by a black hole.

Not *everything* Zoomer encounters is dangerous. Special icons appear at random, including candy to give him a burst of speed; glue to slow down his enemies; money for bonus points; ice cubes to freeze the monsters in their tracks; apples to fill in as many as four adjacent boxes; magic potions to make Zoomer invulnerable; and a rocket to blast him onto the next grid. There's also a "?" that could be any of the other icons. In addition, it could give him and extra life — or take a life away.

Each of the 50 grids seems to be a little harder than the one before it, so by the end you'll really need to zoom to stay alive. For variety, you can compete with a friend, or join a friend in a two-player cooperative game.

Discovery Software

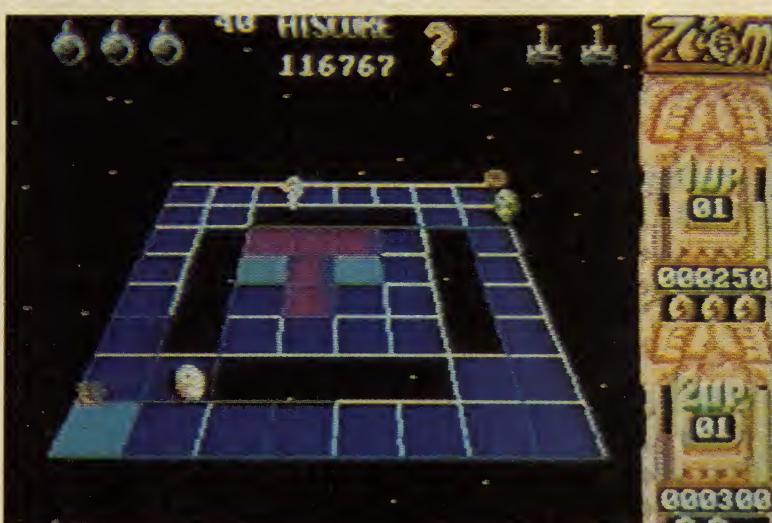
Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; EGA, CGA, or Tandy 16-color graphics; joystick optional.



A Jaggernaut is hot on your trail, but you should still fill in the corners of the x-shaped room before black holes move into them.



Once you finish the first 15 rooms, the shapes of the grids start to repeat. Use the strategy you used before, but watch out! There are more critters now than ever.



Two players can take turns filling a grid, or you can choose the two-player cooperative mode. With only half as many grids to fill, you should finish faster. Shouldn't you?

HINT

Finishing two boxes at once will earn a double score for all boxes completed afterwards—at least until you lose a life or the double grid indicator goes to zero. Try to complete two boxes with your first moves. You can tell when you're successful because the boxes will fill in with a different color.

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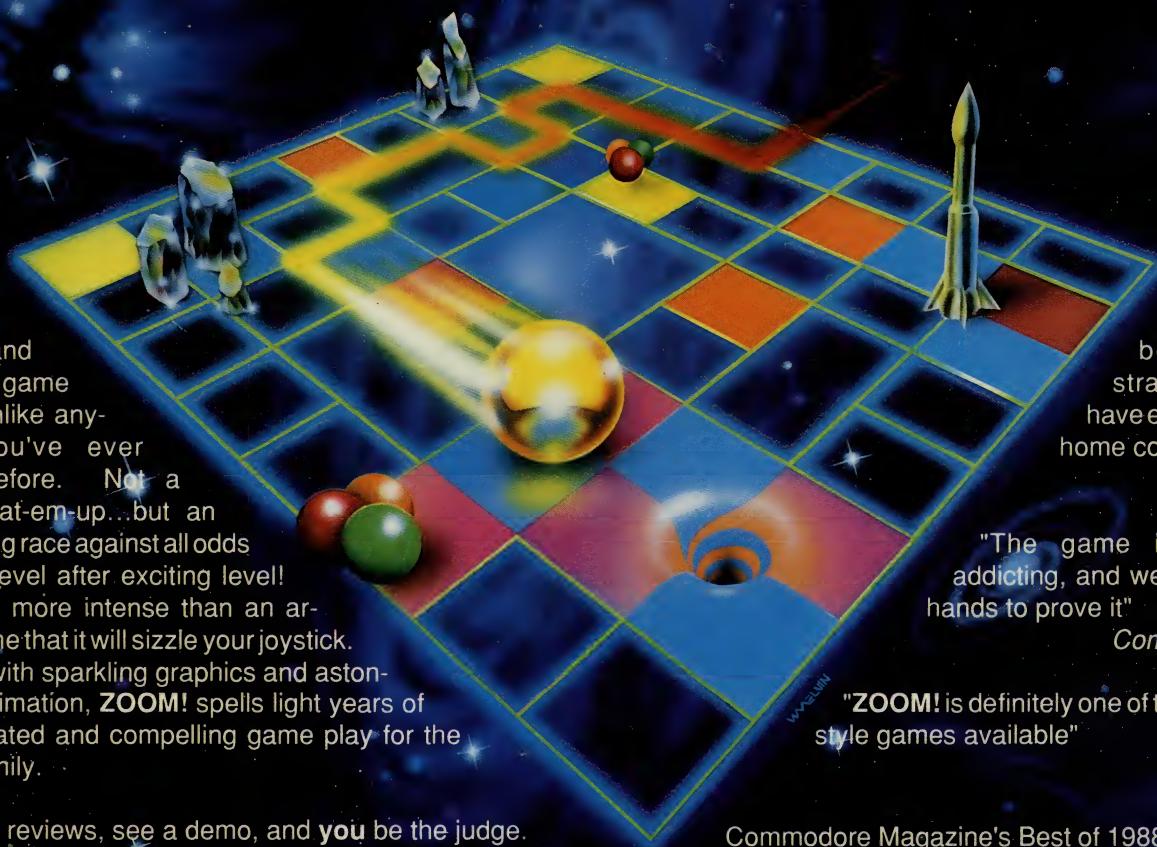
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BE THE FIRST.

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Computer Play

"The game itself...is very addicting, and we have the sore hands to prove it"

Computer Shoptalk

"**ZOOM!** is definitely one of the best arcade-style games available"

Amigo Times

Commodore Magazine's Best of 1988 Buyer's Guide

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IBM Screen (EGA)



C64 Screen

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YOU'RE IN DEEP PLASMA THIS TIME, ROGER WILCO!



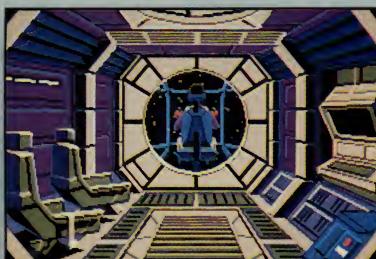
THERE MUST BE AN EASIER WAY TO MAKE A LIVING

There's never a moment's rest for galactic heroes, and when you're Roger Wilco, space-age swashbuckler and all-around nice guy, the thrills just keep on coming. It seems there's always some kind of dangerous mess to clean up.

This time it's those Two Guys from Andromeda, bestselling designers of Space Quest and Space Quest II, who have gone and gotten themselves foully abducted by the pesky pirates of Pestulon, those poaching parasites, those perverse perpetrators of petty mischief and putrid software.

If Roger can't rescue the two guys from the bowels of the Scumsoft Software stronghold, his days as a popular adventure game character are definitely numbered.

So it's simple, right? Just set course for Pestulon and storm the gates of Scumsoft.



Pilot your ship through the farthest reaches of space, using onboard computer to navigate between planets and defend yourself from enemy fighters.

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NOT SO FAST, SPACEWIPE!

But the Two Guys don't write games for sissies. If you can't stomach being picked up like so much trash by a wandering garbage freighter, stalked by giant rubbish rats, ground into hamburger in the belly of the Mog, zapped by a scorpazoid in the deserts of Phleebhut, or deep-fried like a chimichanga on the planet Ortega, you'd better play one of those 'nice' games. In Space Quest III, *The Pirates of Pestulon*, you're not likely to be shown any mercy.

LIFE'S NOT EASY FOR HEROES

Real heroes thrive on danger, and space-faring broomjockey and freelance good-guy Roger Wilco is no exception. Is he afraid of being fried by lightning in a megathunderstorm? Is he afraid of landing in the trash shredder in the depths of the intergalactic garbage truck? Is he afraid of finishing the Belcher Combo plate at Monolith Burger? You bet your sweet asteroid!



Check out all the crazy and absurd junk, er, uh, treasures at Fester Blatz's wacky World of Wonders.

TRASH HEAPS OF PRAISE FOR OUR TWO GUYS

Game reviewers throughout the galaxy love Space Quest games:
"...humorous and challenging...";
"...laugh-out-loud funny...";
"...genuinely entertaining..."; "...A three dimensional graphic wonder..."



Battle for your life in the arena with the Nuke 'em-Duke 'em robots. He's down! He's up! This crowd is out for blood, and it might as well be yours.

HAVE YOU GOT WHAT IT TAKES? NOW'S YOUR CHANCE TO FIND OUT!

But don't take their word for it -- blast for adventure, challenge, and laughs w Roger Wilco and the Two Guys fr Andromeda in Space Quest III, *The Pirates of Pestulon*.

1591



ORIGINAL MUSIC FROM
SUPERTRAMP'S BOB SIEBENBERG

Space Quest III features the best and most realistic sound of any Space Quest game. The exciting original music score and the more than two dozen realistic sound effects must be heard to be believed.

THE PIRATES
OF PESTULON